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Lara Croft Exposed! Revealing Look At The Sexy Tomb Raider

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ELECTRONIC GAMING MONTHLY



OVER

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**Star Wars
MASTERS
of Teräs Käsi**

- SSF 2 Collection • Youngblood
- MK Mythologies: Sub-Zero
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- Resident Evil Director's Cut
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97

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By Ed Semrad - 75052.1667@compuserve.com

- EGM evolves again...
- The past revisited...
- Ed takes new position...

For the month's editor, I think it is a good time to reminisce about how EGM has evolved over the past nine years and how it is going to have to continue to change to remain the leading authority in video game magazines.

Back in the spring of '88 while I was writing a video game column for the *Mission*, Journal I met up with a young game player (Steve Harris) who had a dream of starting the first magazine about video games. We talked at the summer CES and, sure enough, a couple of months later the first issue of EGM rolled off the presses. Even though it was mostly text with black-and-white pictures, it was still the first magazine devoted entirely to games, and it sold well enough to spawn a second issue.

Why did it work? Being the first certainly helped, but the real goal was to present a fair review of games that were soon to be out in stores. The idea worked, but so did its just-were-it enough. We no games and editors wanted more. We added news and previews, and for the first time—game players could see what games would be coming out in the next few months. Sales took off.

As in any hot market, it didn't take long before other magazines started to appear on the newsstand. We knew we had to evolve—to stay one step ahead of the competition. This was accomplished by getting even earlier news and previews straight from Japan. That was my job—to visit the trade shows and bring back pictures of games that wouldn't be out in the U.S. for six to nine months.

Soon EGM was "the" magazine to buy. If you wanted the first information about any game, it was fun. My trips to Japan, Hong Kong, England and France really kept me busy, and—coupled with the special interviews and news stories that I wrote—the job was a gamer's dream. Also in that time, I was promoted to editor in chief and a lot of administrative responsibilities were added to my schedule. As the magazine's sales improved, the company also grew, and it became harder to get away from my desk. The foreign trade shows still added needed excitement, but there just wasn't enough time to also do game reviews, insightful news stories or any investigative reporting.



Ed previews Capcom's *Marvel Super Heroes* at the Tokyo Game Show.

Last year Brenda was acquired by Ziff-Davis, and early this year they served me if I wanted to become their full-time on-staff correspondent for all of their video gaming ventures. It sounded intriguing.

As everybody knows, the Internet and all its video game-related sites are growing at a phenomenal rate. Access to game information that is timely and interactive is now the norm. Most media can't compete, and while EGM still leads the pack in getting news first, the information is already stale by Internet standards. Our exclusive stories (see *Star Wars: Masters of the Force* last month) continue to keep EGM on top, but now our competitors' online staff can—and have—just send an early copy of our magazine, scan the images, reread the text, put it up online and then call it their own work—all before our magazine hits the newsstand (but that's a whole other story).

It is now time for EGM to evolve again. Not only will there be changes as to what and how much game information will be up online, but the magazine itself will be redesigned to focus on areas which will make it unique and vibrant again.

That's where I come in. I have decided to take the chief correspondent position since I will be able to write for all our publications, our Web sites and even ZDTV. This position will allow me to pursue hard-hitting articles, cover trade shows and pen the types of features that a journalist really gets into.

What will happen to EGM? That's probably worth change overnight. One thing I've learned is that there is no one person who makes or breaks a publication. When Steve left, the magazine didn't die. The editor in chief, while important, gives direction and focus to the magazine, but it is the entire staff who works for him that should get the credit for a job well done. It has been fun guiding the magazine, and now I am looking forward to joining the Net, TV and other new Ziff-Davis ventures.

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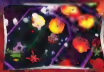
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STAR FOX 64

YOU WANT THE GOODS? Don't miss your chance to ENTER THIS GREAT CONTEST! Win a complete Nintendo 64 system, a STAR FOX 64 video game, a Rumble Pak plus A WHOLE LOT MORE! Look on page 107 for more info!



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THIS MONTH



UNCLE SAM WAGES WAR ON THE HOME CONSOLES

A lot of the hardware that we're used to playing games on was once (and still is) used by the government for training purposes. *EGM* explores the technology that binds video games, NASA and the Defense Department together. Coverage begins on page 66.

"You can follow a road of evolving technology from the Apollo astronauts' docking trainer to Sega's Model 3 board."

66

SHE'S NOT JUST ANOTHER PRETTY FACE

Gamers might know her as the rough Indiana Jones-type who enjoys blowing away her foes. But do gamers really know Lara Croft? *EGM* went behind the scenes to search out the "sensitive side" of our favorite heroine. Some of the secrets we reveal might just surprise you too! Lara's profile starts on page 86.

"Actually, there is a real-life Lara Croft!"



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THE GLITZ AND GLAMOUR OF VIDEO GAME SHOWS

From the smoke-filled booths with extraordinary sound systems to the new upcoming hardware and software, video game shows are more like a mixture of a rock concert and a fun fair than just a hard-working environment. In this issue, we highlight some of the shows that will occur this year. Page 92 has the story.

"It's these shows where blockbuster titles make their appearances."

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As in to conquer Metal Demons. And so, the ultimate goal of your quest is not to save the princess. It's save the planet. Good luck. You're gonna need it.



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LET'S CALL THE WHOLE THING OFF

Sega/Bandai merger gets cancelled

THE BEST VIDEO GAME NEWS

PRESS

START

Two of the largest Japanese entertainment powerhouses, Sega Enterprises Ltd. and Bandai Co. Ltd., announced recently that they were canceling plans to merge. Bandai called off the merger between the two companies, stating that there were cultural differences between them and that the benefits of the merger were unclear. At the same time, they said that instead of merging, they plan to work with Sega in the future.

However, no details of that business alliance have been released at this time. "Although we can't merge, we'd like to maintain the spirit and purpose of our agreement," Sega President Hajiro Nakayama reportedly said, adding that the cancellation wouldn't change the company's long-

term plans. Reports in the Japanese press point to mid-level management at Bandai being opposed to the merger, and employees at the top maker becoming nervous about the

environment after the two companies become one. Both companies reportedly have seen lower earnings and profits in the last year.

Speculation among the Japanese business community believed that even if the merger went through, profitability would be long in coming.

On the U.S. side of things, not much changes. Bandai America and Sega of America would've had separate operations even under the merger plan. Dan Stevens, SoA's manager of corporate communications, commented, "It's still a good deal to work together to utilize each company's strengths. We stay happy, they stay happy, and we still get to work together." Bandai has experienced great success with its Tamagotchi, a product which has taken hold not only in Japan (where it is a full-blown craze), but in the U.S. as well. On the other hand, Sega has experienced a downturn in its share of the home video game

market due to less than brisk sales of the Saturn. When asked whether this would obstruct the future of the two companies working together, Nakayama reportedly said, "It'll make it easier for us, since they'll feel a little giddy."

Other Bandai Happenings

In addition to the news of the canceled merger, Bandai's president, Makoto Yasuhara, has officially stepped down. Mr. Yasuhara has said, "I feel responsible for the troubles related to the merger." Six Bandai directors and two advisors will also step down from their posts. An interesting sidenote to all of the merger talks was that during the talks themselves, Bandai had effectively canceled production of the Poppi. The Poppi was Bandai's ill-fated effort into a Super Mac/Internet console machine.

Sales have been sluggish to say the least, but shortly after the news of the called-off merger, Bandai has been quietly rethinking their Poppi strategy. Recent rankings are indicating that Bandai will go for the emerging market of Web television and focus the Poppi as that direction. Sega meanwhile also seems to be making a more aggressive move with their Netlink attachment (see next page) and has also released upgraded browser software. Of the two, Sega has a bit more going for it since their package includes the option to play hot Saturn games over the Net.

Bandai will no doubt have their hands full with the virtual pet madness that their Tamagotchi toy has unleashed here in the States as well as the continued high demand in Japan.



IT'S ABOUT TIME

Sega announces price cuts

The question was never if Sega will lower their prices on the Saturn, but when. Two weeks before E3, the announcement came through that declared the Saturn system will be lowered to \$149.99 (core system) to match the current price of the Nintendo 64 and the Sony PlayStation. There will be a game pack-in version which will retail for \$169.99 as well. And even more good news is that Sega didn't stop there, the reduction also affects the majority of their greatest software library which now falls between the \$19.99 to \$39.99 range. Furthermore, no new titles will be priced higher than \$50 which mirrors Sony's retail ceiling. The Netlink will also be lowered to \$99.99 and the Netlink pack-in system will now retail for \$249.99 which makes it a whopping \$100 and \$200 price reduction respectively. Rounding out the news is the venerable Genesis which is available for \$79.99 with various pack-in options to entice budget gamers. The main surprise was the timing of the announcement which was

expected to be made at the E3 event in Atlanta. Sega claims the timing of the move was to allow the emphasis of the show to be on



the software. There was also a nebulous announcement that they will be debuting "the first-ever console-based networked arcade games" (your guess is as good as ours). Whether this is in regards to linking up more than two Saturn machines at the same time or some odd low-cost arcade set-up based on the Saturn (or even Genesis) is unknown. The Saturn is going to have its strongest year in terms of amount of quality software, but sadly it seems that it could be quite an uphill battle to remain afloat. These price reductions, although late, are a step in the right direction.

GHOST IN THE SHELL

For the past year now, "Ghost in the Shell" has been blurring all kinds of trails by further pushing the anime genre into the mainstream.

Not content with setting home video records, Manga Entertainment has announced that the "Ghost in the Shell" anime movie will be making its appearance on the new DVD format. It will have multiple language tracks including English and Japanese as well as subtitles in both languages. This is a digitally remastered version of the movie and will also have a 30-minute bonus program on the making of "Ghost in the Shell."

MHQ will be bringing out a Ghost in the Shell video game on the PlayStation later this year. The game version has the same dark feel of the movie, but concentrates the action mainly on mech-battling play. "Ghost in the Shell" DVD will be available mid July (\$29.99) with a video

tape version of the special edition (\$34.99 dubbed, \$34.95 subtitled) released at the end of the month. Both have a 120-minute running time. The PS game from MHQ is slated for a fourth-quarter release (\$49.95).



For the multitude of people out there who have been disappointed that their favorite **Namco** game was left off the recent Museum Collection Series, there is yet hope. The five-volume series will get an additional volume called **Namco Encore** which will have seven more titles. The games that will be featured have not been revealed, but we all have our fingers crossed.



Square has been getting into tiny and every genre and game style. The announcement of their latest title continues that trend and we couldn't be happier. **Parasite Eve** is Square's first foray into the Resident Evil-style of play, but integrates many of its own patented RPG elements. The story takes place in New York and is based on a popular Japanese novel. It is not yet known whether it will follow the story of the book closely.



N64 DREAM

Commonly known as Dream, Nintendo's top-secret Nintendo 64 title has been kept hush-hush by Nintendo. The only reported sighting of the game thus far was at a sales meeting for a top U.S. games retailer. According to Nintendo's Web site, the mystery character from its press postcard is none other than the main character of Dream, Saria, and her sidekick, Kazado. The final title of the game is not known—Saria has been referring to the game as Dream while it is in development, but at E3 a final name for the game may be revealed.

SINGLETRAC JOINS "DREAM TEAM"

Sony developers lured away by Nintendo

Sall Lake City-based SingleTrac announced it has signed an agreement with Nintendo to develop games for the Nintendo 64. This significantly expands SingleTrac's development horizon. Once PlayStation-exclusive, SingleTrac will now become a true multiplatform development house. "We are thrilled to be creating titles for the N64," said Todd Kelly, SingleTrac's executive vice president of sales and marketing in a statement. "The agreement allows SingleTrac to extend its heritage in realtime 3-D, high-action gameplay and bring it to an even higher level!" Past SingleTrac work includes best-selling PlayStation titles like *Twisted Metal*, *Twisted Metal 2*, *Warhawk*, and *Jet Moto*—all of which were produced for Sony Computer Entertainment America. Those titles will not be ported to the Nintendo 64, because under SingleTrac's deal with Sony, Sony maintains ownership of those titles. In the EGM

office, *Warhawk* is a game that still evokes passionate memories and one can only dream with greedy anticipation of an indirect

quality of its current PlayStation offerings by using the N64 hardware to the fullest. "We are excited to have SingleTrac as part of the N64 team," said Nintendo of America chairman Howard Lincoln in a statement. "We're confident their proven realtime 3-D technical capabilities will fully exploit the potential of the N64 system." EGM sees this as a very positive step toward remedying the lack of quality in the majority of third-party software available for the Nintendo system. The downside to this news is that it will be a while until we see the fruits of this collaboration.



sequel on the Nintendo machine. The ability to see further into the horizon will be one of the more obvious benefits of doing a rev of that game on the N64. Specific game titles or projects have not yet been announced, but the developer hopes to better the



SingleTrac can, however, make a game similar to *Warhawk*, but under a different name.

Atlas Co. is bringing the latest Japanese ted-sticker photos to Europe this summer and to the U.S. in September. Technically, it's not a video game. However, the Print Club photo machine is found mainly in arcades and was developed by arcade companies (and game makers) **Atlas** and **Sega Enterprises Ltd.** The machine makes a sheet of 10 stickers with preprinted backgrounds. **Sega, Rochu Corp., IBM Japan Ltd.**, and other companies are expected to invest in a sales subsidiary, and they're banking on sales of 6,000 machines at retailers and hotels by the end of the year. In Europe, **Atlas** will team with London-based Photo Me International, which will install 2,000 Print Club machines next to its own by 1998. Currently, **Atlas** is exporting the machine to countries in Southeast Asia as a trial basis.

The most recent rumors reveal that **Nintendo** is trying to legally block the debut of the **Sony** Analog Controller as North America because it so closely works like **Nintendo's** recently released Rumble Pak plug-in. **EGM** was told that **Sony** has instructed development houses to stop the incorporation of **Sony** Analog controller functions into their games, at least for the time being. Neither **Sony** nor **Nintendo** would comment on the story. These had been earlier reports that certain features like the rumble feature may be omitted from the **Sony** controller, but nothing has been confirmed.

64DD-LAYED

The bulky drive won't hit till March '98

Nintendo Co. Ltd. said in a press conference in Japan that it has postponed the launch of its 64 Disk Drive peripheral until March 1998. Originally planned for release in Japan by the end of the year, the 64DD would increase the storage space available to N64 developers eightfold, to a full 64 Megabytes.



According to Reuters, a company spokesman for Nintendo said that the postponing comes as a result of delays in the development of the disk and the drive itself. The first games to appear on the system, *Zelda 64* and *Mother 3* (known as *Earthbound 64* in the U.S.), will have to wait until at least March to be released. *Zelda 64* was scheduled for release on both the cartridge and the DD peripheral earlier this year.

POWER and PERFORMANCE

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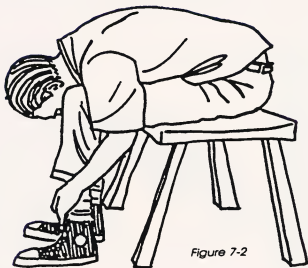


Figure 7-2

First aid for fainting

- Act quickly to prevent the victim from falling.
- If possible, have them put their head down or lie on the floor.
- Loosen the victim's clothing and wipe their head with cool water.
- Do not try to revive the victim by throwing water on their face, shaking or slapping.
- If the victim vomits, quickly put them in the recovery position.



As the victim revives, offer reassurance. Remind them that even the best gamers end up sucking face with the cement sooner or later. So whether it's Deathtrap Dungeon, Tomb Raider 2 or Fighting Force, be prepared for the inevitable. And never administer any first-aid to the victim without first saving their game.

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You've been warned.

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TOBAL 2 GETS CANNED

U.S. gamers are denied Square's sequel

From the people who brought you the **GTV** comes this new 27-inch television with a twist. The set adds an extra inch to the width of the screen, giving you a slightly wider viewing area. The surprising thing is that easy television and video progress actually extend beyond the borders of the average viewing screen. Of course that makes us anxious to see if and how easy games we may be able to squeeze some more picture out of. That's where the **TXF2899 XXI** television comes



in to give you every inch of picture you can squeeze out. The **GTV** had great sound and the deftly takes its cue from it. There are three digital surround sound modes which are pumped out of six three-way, super horn sound system speakers with 15W+15W RMS audio power. It also has an Ultra-flat screen with dynamic multiple focus and two-tuner Picture-in-Picture with a digital color filter for fine details. The video inputs are almost identical to the **GX** with two sets of composite inputs and one monitor and audio out, but adds the crucial S-video slot for the best possible picture. The suggested retail price is \$999 and should be available by the time you read this. For more info, call 1-800-samsung.

EGM has recently been informed by Square representatives that the U.S. will not be getting a translation of *Tobal 2*, the company's second fighting game with character designs by Akira Toriyama. The game debuted in Japan last month. The decision stems from the fact that Square is currently busy finishing the U.S. translations of *Rushdu Blade* and the long-awaited *Final Fantasy VII*. Due to the heavy Japanese root in the menu system and the Quasi Mode of *Tobal 2*, the company feels that they don't have the resources or time required to bring the game



The sequel is a mammoth improvement over the original, but you'll never know.

here. Another likely factor in the decision is lackluster sales of the previously released *Tobal No. 1* which was the unfortunate victim of the mega-successful *Tekken 2* sell-a-thon Plus, Square's publishing deal with Sony requires that Square does the translations of their own games, and that Sony relocates them. Therefore, it seems unlikely that a third-party company could pick up the game—at least for now.



EARTHWORM JIM FOREVER

If any game could find a way around Shiny Entertainment's "no more sequels" rule, it'd have to be *Earthworm Jim*, the quirky platform game that won the hearts of 16-bit gamers everywhere. And apparently, that's what's happening. Intergame representatives have informed VGS that *Earthworm Jim 3* (a 3-D take on the series) is currently in production. The title is slated for release in the second quarter of 1993 on

PlayStation, Nintendo 64 and PC platforms. How does the jive with Shiny's rule? Easy: They're not doing it. Development is being done by Scottish indie. We insist. And while it's still not entirely clear how much Doug TenNapel (Jim's original creator) and Dave Perry (Shiny's leader) will be involved with the game, it is known they've already met with VGS to discuss the title.





They have been born of fire —
hopefully they won't melt.

COMING IN AUGUST

"MORE VARIETY THAN ANY OTHER
N64 GAME TO DATE."
— NINTENDO POWER



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FUEL-INJECTED GAMING

Interact debuts new steering wheel

Recently, a number of Japanese hardware and software makers released sales and profit figures for the fiscal year ending March 31, 1989. The following figures show **Konami** to be ahead of the pack. It reported a 136 percent increase in profits on sales that increased 28 percent. **Square** was the surprise laggard with its report of an almost 75 percent drop in profits compared with last year. All figures, as reported by **Asahi Newspaper**, are in U.S. currency. **Sega** reported parent company sales of \$5.1 billion, a 4 percent increase over the previous year, and a parent company profit of \$287 million, a 32 percent increase over the year before. **Bandai** reported sales of \$330 million, a 64 percent decrease from the previous year, and a profit of \$74 million, a 12.4 percent increase from the year before. **Nintendo** reported sales of \$2.9 billion, a 15 percent increase over the previous year, and a profit of \$269.7 million, a 13.7 percent decrease from the year before. **Namco** reported sales of \$88.7 million the previous year, and a profit of \$9.4 million, a 32.5 percent increase over the year before. **Konami** reported sales of \$475 million, a 28 percent increase over the previous year, and a profit of \$60.4 million, a 133.9 percent increase over the year before. **Enix** reported sales of \$195 million, a 378 percent decrease from the previous year, and a profit of \$50 million, down 42.2 percent from the year before. **Square** reported sales of \$181.5 million, a 25 percent decrease from the previous year, and a profit of \$19.2 million, a whopping 74.6 percent decrease from the year before. And **Koel** reported sales of \$65.5 million, a 8.7 percent decrease from the previous year, and a profit of \$2.5 million, a 20.6 percent decrease from the year before.

EGM loves racing and that's exactly what we got to do when Interact invited members of the press to the unveiling of their newest accessory. The V3 Racing Wheel was showcased alongside the company's promotional racing event held at the Laguna Seca Raceway in Monterey, Calif. Editors Nelson Taniguchi (EGM), Dave Misko (PSX) and Dan Hsu (EGM) put the steering wheel through its paces and came away impressed. The wheel has a great feel to it and the sensitivity can be adjusted on-the-fly. It is one of the only steering wheels to have a full 360-degree range of motion. The wheel can be adjusted in numerous ways including height, tilting it back and forth, etc. The wheel is specifically designed to be used while sitting in a chair and performs its job well. The area in which there were minor complaints involved the foot pedals which had an overly wide range of motion. This wouldn't be a problem if the pedals were



To prepare for the power of the V3 wheel, the editors put their lives on the line and got behind the wheel at a real stock race.



analog, but they're digital which makes tapping the brakes a bit-and-in-as chase. It's understandable that the N64 version of the wheel has digital foot pedals, but the PlayStation has the rFactor channel which supports analog pedals so this omission is puzzling

GADGETS

NANO BABIES GO UP AGAINST TAMAGOTCHI AND GIGI PETS

To compete with the virtual pet craze spawned by Bandai's Tamagotchi and Tiger's Gigi Pets, Playmates Toys will bring out its own version in late June. Called Nansu, they can grow from an infant to a child, kitten to cat, or puppy to dog. The toys will sell for a retail price of \$14.99 to \$19.99, about the same price as Bandai's Tamagotchi. Nurturing or mistreating your Nansu will make the game end by having your pet run away.

RESIDENT EVIL STILL HAUNTS N64

In an interview with Japanese gaming magazine *Dengeki Nintendo 64*, Capcom's Yoshinori Okamoto said that the company is looking into getting Resident Evil onto a 128 Megabit cartridge—the largest cart format currently used for Nintendo 64 games. This doesn't mean that Capcom is actually porting the game to the N64, but rather points to evidence the company has looked into it. Additionally, Okamoto says that he has ideas for a "re-juv" version of Resident Evil. The game would employ a similar interface, but would take place within a 1930s-style ransu house. The translation

of the interview appears on Unofficial N64 Headquarters Web site. When contacted, Capcom Entertainment would not confirm or deny the reports for *RE*.



Capcom will not make any official comments about the horror adventure game.

INTRODUCING A COLLECTION OF GAMES THAT LAUGHS IN THE FACE OF TECHNOLOGY.



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IT KEEPS GETTING UPDATED AND
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WHO'LL STOP THIS MADNESS? NAMCO -

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AGO) GAMES BASED ON THE PRINCIPLE THAT FUN NEVER GOES OUT

OF STYLE. PAC-LAND - A WILD AND CRAZY PAC-MAN ADVENTURE. ASSAULT -

THE TANK WARFARE CLASSIC. DROYNE - AN INTENSE, RAPID FIRE

SHOOTER FROM THE ARCADES. PLUS, THE RETURN OF

ISHTAR, AND THE GENJI AND THE HEIKE CLANS. EACH

ONE AN ABSOLUTE BLAST. GO AHEAD AND PLAY IT FOR

YOURSELF. JUST DON'T BE SURPRISED IF YOU'RE SOON

LAUGHING IN THE FACE OF TECHNOLOGY, TOO.

← (GREAT GAMES HAVE NEVER HAD TO BE HIGH-TECH TO BE HIGH-FUN.)



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AUGUST 1997

HOW TO READ THE TOP 10 CHART

- 5** **Name of Game**
Publisher's Name
- ↑ **Editor's Choice Award** (if applicable) ↓
- # **Consecutive Months On The Chart**
- Rank Number

OVERALL

- Air Combat 2**
PlayStation/Namco
- Star Fox****
N64/Nintendo
- RayStorm**
PlayStation/Spear Games
- Int. Superstar Soccer**
N64/Nintendo
- Poy Poy**
PlayStation/Konami
- Blast Corps**
N64/Nintendo
- Wild Arms**
PlayStation/SCEA
- Mario Kart****
N64/Nintendo
- Shining The Holy Ark**
Saturn/Sega
- Tetris Attack**
N64/Nintendo

PLAYSTATION

- Air Combat 2**
Namco
- RayStorm**
Spear Games
- Poy Poy**
Konami
- Wild Arms**
SCEA
- Machine Hunter**
IGRA/Interscope
- Goal Storm**
Konami
- Dynasty Warriors**
Koei
- Tekken 2**
Namco
- GameDay '97**
SCEA
- Rage Racer**
Namco



Star Fox** maintains its top spot this month with little competition.



Air Combat 2 steals the best spot this month for both Overall and PlayStation.



Shining The Holy Ark sets the pace this month for the rest of the Saturn refugees.

NINTENDO 64

- Star Fox****
Nintendo
- Int. Superstar Soccer**
Konami
- Blast Corps**
Nintendo
- Mario Kart****
Nintendo
- Doom****
Id Software
- Wave Race****
Nintendo
- Super Mario****
Nintendo
- Turok: DH**
Acclaim
- MK Trilogy**
Midway
- NBA Hangtime**
Midway

SATURN

- Shining The Holy Ark**
Sega
- Fighters Megamix**
Sega
- SF Alpha 2**
Capcom
- Mega Man 8**
Capcom
- Pandemonium!**
Cyber Systems
- Andretti Racing**
Electronic Arts
- Super Puzzle Fighter II**
Capcom
- Command & Conquer**
Westwood Studios
- Die Hard Arcade**
Sega
- Virtua Cop 2**
Sega

COMING SOON

ELECTRONIC GAMING MONTHLY'S GUIDE TO GAMES IN DEVELOPMENT

PLAYSTATION

Ali: Greatest 2	Activision	Aug	Shooter
Beats	Sony Computer Entertainment	Aug	Action/Adventure
Daylight Labyrinth	Interplay	Aug	Fighting
Dark Ties	Acc	Aug	Adventure
Demons II	Thompson	Aug	Adventure
Defender	Dr. Soft	Aug	Adventure
Endless Foe	Acc	Aug	Action
Golden Legend	Virgin	Aug	Simulation
Lost World: Jurassic Park	Bramante	Aug	Action
Magic: Spellbinder	Acc	Aug	Fighting
Mega-Demon	NEC Intergraph	Aug	Adventure
NBA	Realtime	Aug	Action
Victor Madson	GT Interactive	Aug	Sports
NF 1-2	Sony Computer Entertainment	Aug	Sports
NFL 98: Grid 26	EA	Aug	Sports
NFL 99: Grid 26	EA	Aug	Sports
Play Pig	Acc	Aug	Action
Red Asphalt	Waylay	Aug	Action
Shades	Sony Computer Entertainment	Aug	Action
Star Trek: Star Fleet Academy	Waylay	Aug	Simulation
Star Trek	Sony Computer Entertainment	Aug	Action
Star Control 2: Milky Way '97	Midway	Sept	Compilation
Street Racer	THQ	Sept	Action
Unlabeled South	Kluge	Sept	Action
Unlabeled Knight	Simon	Sept	Adventure
Unlabeled 2	Acc	Sept	Racing
Unlabeled 3	Acc	Sept	Action
Unlabeled 4	Acc	Sept	Action
Unlabeled 5	Acc	Sept	Action
Unlabeled 6	Acc	Sept	Action
Unlabeled 7	Acc	Sept	Action
Unlabeled 8	Acc	Sept	Action
Unlabeled 9	Acc	Sept	Action
Unlabeled 10	Acc	Sept	Action
Unlabeled 11	Acc	Sept	Action
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Unlabeled 100	Acc	Sept	Action



This October, take down the bird again in **4-Police** for PlayStation.



Race for the gold trophy in **Lightspeed 96** in September.

SATURN

Dark Alliance 2	Sega	Aug	First Person
Magic Spellbinder	Acc	Aug	Strategy
Phant II	Sega	Aug	Action
Phant Destruction	NEC Intergraph	Aug	Action
Time Gate	Sega	Aug	Comp/Adventure
Unlabeled	Acc Games	Aug	Sports
Unlabeled	Sega	Sept	Action/Adventure
Unlabeled	Waylay	Sept	SPG
Unlabeled	Acc	Sept	Action
Unlabeled	Acc	Sept	Sports
Unlabeled	Acc	Sept	First Person
Unlabeled	Acc	Sept	Adventure
Unlabeled	Sega	Sept	Shooter
Unlabeled	Acc	Sept	Fighting
Unlabeled	Acc Games	Oct	Action
Unlabeled	Acc	Oct	Action
Unlabeled	Sega	Oct	Fighting
Unlabeled	Waylay	Oct	SPG
Unlabeled	Sega	Oct	Sports

NINTENDO 64

Unlabeled	Midway	Aug	Shooter
Unlabeled	Waylay	Aug	Fighting
Unlabeled	Waylay	Aug	Sports
Unlabeled	Carroll	Sept	Simulation
Unlabeled	Acc	Sept	Sports
Unlabeled	Acc	Sept	Action
Unlabeled	Waylay	Sept	Sports
Unlabeled	Waylay	Sept	Sports
Unlabeled	Waylay	Sept	Simulation
Unlabeled	Waylay	Oct	Adventure



The Sega Saturn gets a taste of **CRUC** just in this October.



Snail Mongoose will be in your fall PlayStation 2 copy.



There's only
one thing
more torturous
than playing
Deathtrap Dungeon.



IAN LIVINGSTONE'S

DEATHTRAP Dungeon

"Beat me. Whip me. Just don't hit that Quit button." Consider it your battle cry. Then bring on the skeletal warriors, zombies and countless other undead denizens. Each one is another chance to slice and dice like a Ginsu® knife gone bad. Or simply cast a spell





Not playing it.

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on the evil priestess who's done you wrong. Because in this cavernous maze of devious traps, it's all about cheating death at every turn, blurring that fine line between pleasure and pain. And just when you think you can't take it anymore, consider the alternative.



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You've been warned.

- **Sega's New 64-Bit Console**
- **NEC Sets Sights On Industry**
- **Force-Feedback Not Included**
- **Sony's Four Hot Titles**
- **Namco's System 33 Board**
- **\$ Drop of N64 Titles in America**

Hells Quarterfens. It is I, Q-Man, the world's greatest video game gossipmaster. Faster than a speeding ticket, slicker than a twenty-cent sausage and the person whose rumor-absorbing abilities are no pleasant hyperbole, but are the result of great effort and coordination. This month, the Q-crew are up to their usual rumor-collecting antics and have collected all the gaming gossip and industry news you, the hardcore gamer, demand. Now on with the show...

Our news this month starts off with Dual, Sega's new 64-bit console. As reported in last month's Q-Man, the Dual is Sega's latest bid in the video game console wars. Here's a quick recap: Dual features a 12-speed CD-ROM drive, a 200 MHz Hitachi CPU, anywhere from 0 to 16 Megabytes of EDO RAM and uses a Microsoft Operating System. All these specifications, while still preliminary, are pretty much set in stone, as far as we know. However, the design specifics of the graphic sub-system (which is, arguably, the heart of Dual) are a little more hazy. Here's the deal: It seems that Sega approached several different 3-D graphics accelerator vendors to design the Dual's graphic chip and narrowed the field down to two finalists: 3Dfx, who proposed a solution based on their popular Woodco Graphics chipset and NEC/VideLogic, who felt their Power VR chipset would do the trick. Although 3Dfx was thought to be the sure-fire pick to design Dual's graphic chip (and is heavily supported by Sega of America), Sega of Japan is having some second thoughts on the whole matter. Now, although 3Dfx is currently dominating the U.S. 3-D PC accelerator race, Sol is way hip to the idea of engaging a cozy relationship with VideLogic's Japanese partner in crime, NEC. You see, NEC—unlike 3Dfx—has already proved that they can manufacture high-tech semi-conductors in huge quantities and still maintain a relatively low defect-rate (NEC manufactures all the major chips in the Not and has already shipped over a million units so far with around 12 million more units due to ship this year), a fact which is much more problematic than it sounds. Furthermore, NEC is a Japanese company and a big one at that, which to Sega (a Japanese company) is all the reason they need to take the plunge... and although Sega has made a major commitment to the American start-up, Sega just could ditch its new 3Dfx bids and run off with the way Japanese business better than you can say, "Bendai who?" Meanwhile, NEC (having already seduced Nintendo and now possibly Sega) is writing their sights on another major video game hardware company, who could that be? Well, let's just say the name rhymes with Bony and leave it at that for now... more details next month.

In Sony news, we hear that the dual-analog controller will, in fact, be available in time for Christmas, albeit without the buzzing force-feedback feature included in the Japanese pad. According to Terry Au (PGA's Japanese last-round snit pick), Sony is experiencing technical difficulties with the Japanese dual-analog pads. It seems that the pads' vibrators were causing premature malfunctions, so Sony was forced (no pun intended) to take the force-feedback feature out of the U.S. pad and say do the same thing in Japan before long. Currently, a fix is in the works, but the redesigned pad may not be ready until next year...Bad vibes to the moon...

On the software side, the PlayStation already has a lineup of killer titles for 1995. Most of the buzz centers around four new titles. The first game in question is Exodus. Published by Sony Computer Entertainment of America and developed by NaverSoft (of Skeleton Warriors and MDK fame), Exodus is a free-roaming 3-D polygon adventure using great snort robots. The game is due for release in the first quarter of 1995 and will be dual-analog compatible. Next up on the list is a game by Shiny Entertainment, called Messiah. Messiah's claim to fame will be the use of a revolutionary new way of displaying 3-D graphics. Shiny has been working on this 3-D technique for quite a while. This game is said to be Shiny's "next big thing" (after MDK and Wild 2, that is) and is due out Christmas of 1995. Game #3 comes from MGM Interactive. Due out for the PlayStation and PC next year, this new 3-D action title is based on not one, but all the James Bond flicks. From what we understand, gamers will be able to fly the Rocketpack from Die Hard, drive the trick Aston Martin DB5 from GoldenEye, dive underwater in the Lotus Esprit sub from The Spy Who Loved Me and much more. The game is reportedly cool to the max, but almost never made it to the PS in the U.S. It seems that MGM Interactive (whose motion picture division owns all the rights to James Bond) had to buy back their own license from Nintendo who owned the exclusive console rights to GoldenEye. Last but not least, we have a secret game that comes from Sammy TokyoPop Studios. Due out for the PlayStation Christmas of '95, this hot game is like a game that has yet to be done on the PS—Tomb Raider. One of the gaming industry's hottest musicians, will be the executive producer of the game and will use the title to launch his new game division—stay tuned...

In arcade news, Namco is putting the finishing touches on their new System 33 arcade board. Rumored to be more powerful than Sega's Model 3, but not quite as potent as Capcom's new Darius coin-op board, System 33 will be home to several new Namco titles. Due to be shown at the upcoming JAMMA arcade show in Japan, Namco will debut the board with three new games, a new Ridge Racer arcade (an all-new fighting game) and a 3-D, undated puzzle game. Look for more information soon...Our Japanese sources inform us that Capcom might also use the JAMMA show to showcase their first internally designed 3-D arcade architecture. Preparedly based on a dual-chip configured 3Dfx board, Capcom will deploy working prototypes at the JAMMA Show to prepare arcade operators. Capcom is wary of the state of their coin-op games from 3-D over to 3-D, and they use into it as slow to make a huge decision of their arcade future. Follow-up: I bet, one of the first games due out for the board is Street Fighter IV...go ahead, Wikipedia is opening a new section of the classic arcade press. Nampage for the Nintendo 64. Remember, it's due for release sometime in 1995. Hey, it's an N64 game, who'da expected? Exact release dates? Dream on.

Segueing on to Nintendo, Terry Au reports NEC is considering dropping the price of N64 games in America. Exact details like when the price drop will be in effect, and how much of a price drop is not known at the moment, but from what we understand, it'll be soon and severe. Well, that just about wraps it up for this month. Q-kidder, keep us a keen month's episode of Q-Man, where I'll reveal just who Sega has partnered with to design the PlayStation 33. Unfortunately, I can't say the name just yet, but we'll include the NEC...Pencil.

-THE Q

The Odds are against you.



He's skinny. He wears a loincloth. He has no weapons.
(He's the guy that you play.)



Walk. Talk. Feel. Hide. Think. And take on the ugliest bunch of carnivorous crustaceans this side of a baboon's butt in a new kind of game and a brave new world of interaction.

From slave-laborer at Rapture Farms to liberator of

the Mudokon. It can all be yours. That is, if you can make it through the most inexplicably challenging gameplay in the known universe.

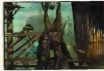
Communicate with real characters. But, not in some cardboard RPG. Blow away your enemies. But, not in some



don't get mad, get elum



between a permit and a hard place



possession is 9/10ths of the law

Meet the Odds.



one-dimensional shooter. Solve wicked situations and
wicked enemies. But, not in some wall paper puzzle game
ODDWORLD: ABE'S ODDYSEE takes every game genre

you've ever seen and blends them into one seamless,
surreal, sensory overload of pure gaming. So take your
loinclothed butt and claim your destiny. Savior. Dr salam.

ODDWORLD: ABE'S ODDYSEE

I N O O D W E T R U S T

SEPTEMBER 1997

A.L.I.V.E.

Avatar Lifeforms in
Virtual Environments



ODDWORLD
INHABITANTS

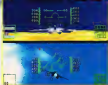


GT
Interactive
Software

PROTOS

Here's proof that EGM brings you the first look at the newest of the new games. The following section contains everything from cut scenes to screen shots for titles in early development. Watch for updates in future Protos and more extensive coverage in upcoming Next Wires.

AEROFIGHTER ASSAULT



Known as *Scrap Wings Assault* in Japan, *Aerofighter Assault* is an intense flight simulation game for the N64. It features on-screen radars (Heads Up Display) as well as radar functions and ranged weapons. Your instrumentation dials are boldly displayed in graphic clarity in the lower-left corner of the screen to keep the alert pilot aware of his/her supplies while maneuvering through many country/landscapes. These areas range from uninhabited deserts to lush urban metropolises and even the chance to launch a few missiles at some ball players. *GameX* has it: it's what the scaling controller was created for. Players can probably hear the missile-launch sound coming in their ears from anticipation.



SYSTEM	RELEASE DATE
NINTENDO ⁶⁴	August
	TO BE Flight Sim
PUBLISHER	SIZE
McO'River	64-Meg
PLAYERS	% COMPLETE
1	N/A



PUBLISHER	SYSTEM	FRANCHISE	
Midway	 	Adventure	
RELEASE DATE	PLAYERS	SIZE	% COMPLETE
Sept./Oct.	1	CD/DNA	N/A

Midway sure is letting this one out in slow increments. *MK Mythologies* features the exploits of everyone's favorite rings of the cold, Sub-Zero, in an adventure-based tale where fighting isn't primary on the nearest. Players will find plenty of back story to outline the appreciation of other popular *Mortal Kombat* characters such as Raiden and Liu Kang. New characters are expected to also make some guest appearances in the form of Boomer, Sub-Boomer and possibly even friendly characters. Who knows, maybe the new fighters will make guest appearances in *MKP*.



MK MYTHOLOGIES: SUB-ZERO

A promotional poster for Final Fantasy VII. The background is a dark, green-tinted scene of the Shinra Electric Power Company tower in Midgar. In the foreground, Cloud Strife is shown from the chest up, wearing his iconic black Shinra uniform and holding his massive Buster Sword. The sword is angled diagonally across the frame. The overall atmosphere is dramatic and industrial.

FINAL FANTASY VII

ONLY ON PLAYSTATION



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(RESERVE NOW AT PARTICIPATING RETAILERS)

SQUARESOFT

PROTOS



As PlayStation owners get the chance to play the director's cut of Resident Evil, Saturn owners finally get the chance to play the first Resident Evil/Biohazard. However, the wait may be worth it with some of the features included in this title. Included in this version is much of the unused footage similar to the PlayStation director's cut. Players can expect new, previously unseen gore that includes severed and partially eaten limbs. There are supposed to be sight level and story changes in this release as well. Graphically, the Saturn release seems to be on par with the others. Gameplay and control also seem to be quite usable, but many gamers may feel that these new additions may not be worth the excessive wait.



PUBLISHER		SYSTEM	THEME
Capcom			Adventure
RELEASE DATE	PLAYERS		GENRE
September	1	CD-ROM	N/A

RESIDENT EVIL

COURIER CRISIS



Anyone who's been to a major city knows the busy/chaotic bicycle couriers inhabit every day. BMG Interactive has given players the chance to try to earn an honest buck while in the saddle in their latest cycling title Courier Crisis. Players can expect all the same customer real delivery people face in the 250 different missions in CC. There are

SYSTEM	RELEASE DATE
	4th Qtr. '97
	THEME
	Simulation
PUBLISHER	GENRE
BMG Interactive	CD-ROM
PLAYERS	% COMPLETE
1	N/A

over 160 roadside objects/obstacles as well as 70 unique pedestrians to face with only the help of your imagination and your trusty bicycle. If you are expecting just a boring version of the old title Paperboy, you are sadly mistaken. There are several acrobatics you can pull off through the help of well-placed jumps. You can also converse with automobiles to tell them that they have made an error in their driving decisions. This conversation comes in the form of hand gestures as in the picture in the lower-right. The ability to risk your life and earn money, what else does anyone want in a new title?



WHEN YOU
DRIVE A TRUCK THIS
FRIGGIN' BIG,
YOU DON'T RUN
FROM TROUBLE,
YOU RUN OVER IT.



THUNDER TRUCK Rally

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from the makers of
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PROTOS



The popularity of Dragonball pushed far past the borders of Japan. Here in the U.S., enthusiasts have been pressed up away from a Dragonball video game, less desirous to hit the drawing board. Hopefully, sometime later this year, Bandai will allow that litual Dragonball title, Dragonball GT to hit the shelves. That is, One and Two-player Modes that allow

selection of any of the 12 popular Dragonball characters such as Vegeta, Piccolo and Son Goku. Dragonball GT features multiple levels of flying combat as well as on-the-ground surfing. Play as who had the chance to try other Dragonball titles (such as the three for Super Frenzy) will remember the charging and highly devastating moves that destroyed your opponent's power bar. These have also been included in the U.S. release.



PUBLISHER		SYSTEM	THEME	
Bandai		PlayStation	Fighting	
RELEASE DATE	PLAYERS		GENRE	% COMPLETE
September	1 or 2	CD-ROM	60%	

DRAGONBALL GT



Scientists beware! Cloning is not only against the law, when you try it, you'll end up breeding weird-looking, evil mutants. At least that's what happens in Youngblood for the PlayStation. Based on the popular comic book, Youngblood uses the power of the PlayStation to give gamers a title that looks similar to Quake: No Nemesis. Dr. Laidicus (along with his evil twinness, Giga) decide to start cloning

mutants from a DNA sourcebook to take over the world. But they don't mind if they look weird. Control one of the main characters from Youngblood in an isometric view. The game is set in different locations including deserts, volcanoes and science complexes. Pick one character to control or form a group of two to four.

Also, the game should have the same style of graphics as the comic book.



PUBLISHER		SYSTEM	THEME	
GT Interactive		PlayStation	Action	
RELEASE DATE	PLAYERS		GENRE	% COMPLETE
November	1 or 2	CD-ROM	N/A	

YOUNGBLOOD

CLOCK TOWER



Mad Dog McGamer

CRIMSON FOUNTAINS OF GORE

ASCII
Entertainment

A bright plane of warm crimson rain engulfs as the great scorpions meet the flesh of his next victim. This is certainly not the game for the timid or weak of stomach! From corpses in your bedroom door to half eaten bodies in the restroom, ASCII Entertainment™, Inc. has probed Clock Tower™ to the belly with some of the most gruesome and spectacular graphics of the year!

Watch in terror as the leaping gait of the

immortal Scissorman approaches your present killing place — only to see the bright bundles of your own blood if he happens to find you! Any horror fan will quickly recognize the brilliance of the programmer's virtuoso performance in the lighting, shadowing, angles, and sheer volume of gruesome carnage! Lots of animation and full 3-D polygons were used to bring the bloody, macabreous surroundings to life. Then, a conjunction with the well detailed backgrounds and characters, will leave you at the edge of your seat — praying that you make it through the night!



THE HORROR OF SILENCE

The chilling sound of the British's scream itself couldn't have been more dreadful than the sound of the shivering sprints of dispersed staff blades sliding past each other — not to mention the wonderful effect of pure silence as some of the most chillingly tense scenes of the game. There's something terribly dreadful in the sound of your own own feet echoing through some of the most profoundly evil halls ever wrought, and I couldn't agree more with the programmers when they spoke of the "terror of sound" which they labored for in the game!

ASCII Entertainment's purpose in the sound scheme of this game is fairly easy to understand... with sounds that aren't there where they should be, sounds in impossible places, the chilling music of the chase, and the haunting sprints of the Scissorman himself as he stalks you with infinite determination...they want to scare you out of your skin! Of course, the voice-overs and sound effects of the surrounding environments are a beautiful addition to the already impressive audio display. The tightly knit union of background noise, voices, sound of movement, music, and silence creates a living, pulsating atmosphere that will draw you into the world of terror on the screen right before you.

Terror gripped the hearts of the innocent party of two as they finally reached the lonely walls of the tower's final mansion in Bedford. No one could have imagined the unspeakable horrors that lay behind the infamous Scissorman case when the malicious butchers they had begun. Now the devilish search for the answers had culminated into a lycanthrope party that brought them all here, on the very doorstep of hell itself! Would they finally find the key to send the beast back to the mother regions of death that had so maliciously spat him into their lives?...only TIME will tell.



A TIME TO KILL

A series of brutal murders have signaled the return of one of the most terrifying killers in the history of Renaissance, Norway — Scissorman! Clock Tower starts out with an introduction of the supposed demise of the Scissorman ten years ago and then enters into the player controlled prologue where we are introduced to the characters. The new aspects of "the old monster in a spooky place" are added to by the inclusion of several experiences of actual horror scenes — including interlude daytime scenes of detective work between nights of cold, brutal killing, as well as the full possibility of a story ending abruptly or in any number of ways! The possibility of up to ten different endings is definitely an aspect that will allow for great replay value!

With heightened graphics, sound, control and storyline as the main areas of concentration, it is apparent that ASCII Entertainment had the player foremost in mind when developing this game.





RUN FOR YOUR LIFE

In a game where one false move could easily mean the difference between escape and grisly death, control is of paramount importance. This is another area where Clock Tower excels!

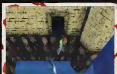
The ease with which the player can move about the screens and interact with objects (in a myriad of different ways) is easily accomplished with the use of surprisingly few different types of on-screen indicators. Each tell the character what types of actions are possible. This gives an intuitive control that is necessary when your life hangs on a split second decision. Additionally, using the item menu for accessing the items which you've collected is only a button press away!

From fleeing down dark corridors and hiding in shower stalls, to hurking chairs and brawling with your would-be assailants, the full range of movements offered by Clock Tower will leave you breathless with the tight or flight instinct as you navigate the beautifully wrought 3-D environment.

Very seldom does a game come out that achieves true excellence in every area of gameplay. With stunning visual effects, outstanding depth of characters and storyline, precision control, perfection of the "Terror of Sound," as well as the replay value of ten endings, ASCII Entertainment must be congratulated for a work of art. Clock Tower is a masterpiece of Horror!

SPECIAL FEATURES!

In addition to the normal features of present day video games, like being able to save and load games, ASCII Entertainment has also included several "Special Features." As you will quickly notice when playing the game, you'll have the opportunity to play as four different characters. You can end the game with all four characters, and each one has several different endings depending on how well you do in the game. Once you've seen an ending, you can check on the special menu "Ending List" to see whether you got an A, B, C, D, or E ending. You can review the ending cinematic by selecting one of the endings you have completed (There is no cinematic for the D endings). In this way, you'll know when you've completed all ten endings. — Once you've completed an "A" ending, you can go to the "IT!" in the pamphlet menu option for a secret EXTRA MODE menu! Also, when you've completed all ten endings, you have the power to go back and start the game over — There will be another new option called BLUBUBUYO. (I won't give away what this does, but believe me, it's cool!)



TIPS ON STAYING ALIVE

As you may have noticed, you can't actually expect to solve the case of the Scissorman if you're locking up daises with a large scissor hole in your chest. If you find this alarming, you may find that the following information may help you to get in a few good hits before spilling your guts at Scissorman's feet. Scope out a room before you're in danger. If there seems to be a large something that you could run around (like a table or a couch), it could buy you

some time to think when Scissorman chases you around and around. Also, look for items that you could possibly throw at Scissorman. There is one room with a chair that you can throw at him, in another room, there's a bloc, and in yet another room, you can find a mop to hurl at your attacker. There are several items in each scenario that can be used to slow down the Scissorman, but be cautious with the items you throw, you can only throw them at him once. Also, try to avoid hiding in the same place too many times in a row. Scissorman has a limited IQ, but he's not that stupid! As a last resort, you can use the panic button to engage Scissorman in hand to hand combat. If you press the panic button fast enough, you live, if not, you're history!

Be aware that you can only use this method a couple of times before your status arrow goes red — then you'll have to try running away instead of fighting, at least until your status goes back to yellow or white. Also remember to check every nook and cranny for items that you may be able to use later. With a little help, you might just live to see tomorrow.



DEATH OF A TIRED GENRE

With one of the first true horror stories to come to the PlayStation™ game console, ASCII Entertainment is staying at the forefront of ground breaking technology and new genre ideas with this latest game. This isn't just another of the tired "buddy against the typical bad guy" formula game where you go into a scary house, look around, kick butt, and live. Clock Tower brings a totally new villain concept to the screen. Scissorman appears in a mystical and beautiful bird seldom thought of when conceiving a new game (Romsdalen, Norway), and when he gets there, all hell breaks loose — it's your job to clean it all up and try to put a stop to it. The beauty is that the random appearance of the villain makes the game totally unpredictable from start to finish, giving a tired old preconception of games (that a character should be at a certain place at a certain time) a new life in what's sure to be a new genre of true horror games for the PlayStation game console. Enjoy!



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PROTOS

REBOOT



As a good-in named Bob, you'll test both the destructive forces of the robots (which known as Mumbats, within the confines of a computer. Bob can m... sewer through the m... with his aboard (flying slot... board) while battling ferro tanks, hurricane, liquid army and invading robots. But the most important task Bob has to complete is to round the lone Mumbat, causes which allow viruses to enter into the system. There

are over 21 3-D levels that take place in seven different sectors in Hellport: Countdown to Check. Eight Bosses exist as well as more than 32 different enemies to act your lights on. Other features include non-laser character control, rendered cinematic sequences and multiple weapons and gadgets for protection.



PUBLISHER		RELEASE DATE
PlayStation		September
PUBLISHER		THEME
EA		Action
PUBLISHER		SIZE
EA		CD-ROM
PLAYERS		% COMPLETE
1		N/A

CLOCK TOWER

Clock Tower of us to form the most terrifying story ever incorporated in video game. Now this is no mere claim; it is especially for horror buffs out there looking to be scared out of their wits with control in hand. There are five different levels associated by leader p... (author here) and living to specific characters during the preceding levels. One goal for late players will find enjoy. But are the 10 different endings that range from good to evil so good depending how you do in the end for its ultimate in reality value.



Felony 11-79 pushes players into new realms of racing with sufficient realism. At the start of the game, four cars are available. But with various actions, over 22 different cars can be unlocked and used by the player. These range from an F-1 car to a Street Sweeper and a tank. Game bias revolves around the twist of vehicles that controllers appear to be in battle in order to acquire. Felony 11-79 looks to be a very original take on a racing title. Racing for a reason besides trophies? It could be something that catches on.

SYSTEM		RELEASE DATE
PlayStation		September
PUBLISHER		THEME
Ascii		Racing
PUBLISHER		SIZE
Ascii		CD-ROM
PLAYERS		% COMPLETE
1		N/A



FELONY 11-79

PUBLISHER		SYSTEM	THEME
Ascii		PlayStation	Adventure
RELEASE DATE		PLAYERS	SIZE
August		1	CD-ROM
		% COMPLETE	
			N/A

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PROTOS



Definitely more than meets 'em eye, *Protos Wars* is a first-person much title based on the current *StarCraft* cartoon. The cartoon features completely rendered action with outstanding visual effects. The game is no different; all the characters and enemies are rendered in shockingly bright colors and fit tightly with their animated counterparts. *Protos Wars* features eye-catching explosions and visual effects as well as rotating camera vantage points from which the player gets a feel for the height of his/her meep against others in the vicinity. Multiple character-based weapons and special abilities are all in line for the player. Watch for more complete information on this sought after title in an upcoming issue of EGM.

SYSTEM		RELEASE DATE	
 PlayStation		October	
PUBLISHER		GENRE	
Hasbro Int.		Action	
PLAYERS		SIZE	
1 or 2		CD-ROM	
		% COMPLETE	
		N/A	

BEAST WARS

PUBLISHER		SYSTEM		GENRE	
Eidos		 PlayStation		Action/Adventure	
RELEASE DATE		PLAYERS		SIZE	
October		1		CD-ROM	
				% COMPLETE	
				N/A	



Based on the multimillion-selling Fighting Fantasy books by Ian Livingstone, *Deathtrap Dungeon* pushes 3-D action/combat games to their limit. This title features over 16 tortuous levels of fast and furious combat, nestled in full 3-D environment. Players are armed with swords, missiles, mauls and magic spells to fight off the more than 35 highly detailed enemies. These horrendous foes include fire-spitting dragons, orcs, zombies, giant spiders and hordes of other weapon-wielding monsters. The levels of *Deathtrap Dungeon* are extremely detailed (as drawn in wild order). Although the backgrounds look dark, this only brings out more of the foreground and the enemies there that the player should be focusing on. Look for more on *Deathtrap Dungeon* in an upcoming issue.



DEATHTRAP DUNGEON

RAYSTORM

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Two Player Simultaneous Action!
Arcade Perfect!



Twitch Games
Nothing Else!



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PROTOS VIOLENT SEED



Unlike normal titles where your job is to save the world, in Violent Seed your job as an alien race is to take over the world. Violent Seed is a top-down shooter based on a 3-D environment. The title features choose your own path, secret/hidden areas and gameplay at different fight levels and speeds. The backgrounds also contain interactive 3-D elements that allow the players to pick up items such as cars and use them as weapons at all the stages. Some of the futuristic locations, locales players will have the chance to destroy are: New York, Washington, D.C., London and Paris among other places. With over 13 locations and more than 48 different enemy types, Violent Seed is bound to open every player's eyes with excitement.

PUBLISHER		SYSTEM		THEME	
Rabot Ent.				3-D Shooter	
RELEASE DATE	PLAYERS	SIZE	% COMPLETE		
4th Qtr. '97	1 or 2	CD-ROM	N/A		

FREAKIN' FAST



Freakin' Fast is Universal Interactive's latest roller title with a strange twist. There is no vehicle. Instead, players find themselves controller one of six imaginative characters each with special "talents" and talents to help them win races. The game runs at a roadblock 60 fps in One-Player Mode and 30 fps in

two-player Split-Screen Mode. Included in the title are six stages filled with fun power-ups. Bonus bonuses include "Turbo" and "Fly" among others. There's also certain multiple paths and secret "short-cuts" for the searching player.



PUBLISHER		SYSTEM		THEME	
Universal Interactive				Racing	
RELEASE DATE	PLAYERS	SIZE	% COMPLETE		
4th Qtr. '97	1 or 2	CD-ROM	40%		

Ghost in the Shell

Based on last year's chart-topping anime by artist Mamoru Oshii, Ghost in the Shell flows physics a fast-paced view of a realistic 3-D world where secrets lurk around every corner. Although it's primarily an action title, there are plenty of adventure elements as well as cool weapons and radar to keep track of those invading enemies. Look for more on GIG in upcoming issues.



PUBLISHER		SYSTEM		THEME	
TTHQ				First-Person	
RELEASE DATE	PLAYERS	SIZE	% COMPLETE		
October	1	CD-ROM	N/A		

Bravo Air Race

Racing has taken on a new meaning in TTHQ's Bravo Air Race. Players take to the skies in various aircraft and race through levels with realistic graphics that include mountains and arctic ice worlds. If you think you're fast enough to beat the clock, you may have what it takes to beat Bravo Air Race.



SYSTEM		RELEASE DATE	
		September	
PUBLISHER		THEME	
TTHQ		Racing	
PLAYERS		SIZE	
1 or 2		CD-ROM	
		% COMPLETE	
		N/A	

REVIEW CREW



AIR COMBAT 2

GAME OF THE MONTH

SYSTEM	PLAYSTATION
PUBLISHER	NAMCO
CATEGORY	FIGHT COMBAT
ESRB RATING	EVERYONE
BEST FEATURE	MISSION VARIETY
MOST FUN	NO HEAD-2-HEAD
ALSO TRY	BOGEY DEAD 6



SHAWN

E' has turned Shawn into a zombie! That's OK though, since he once ate bits of human flesh when he was younger. At first, the other Review Crew members chuckled as Shawn walked by and mumbled things in a starchy "zombi-speak," but then his body parts started falling off and the office began to smell funny. He's OK now though.

CURRENT AWARDS: Play Play
PlayStation 2
Favorite Genre: Resident Evil (DC)
Favorite Game: Action (Adventure)



DAN

Shaw finally found time to get away from the office to play Street Fighter III. He got a swift head when he beat Super-X a couple of times, but then Super-X modified his situation by stepping him to the ground with Ryu, about 20 miles in a row. So now Shaw's a sorry punching ball in his open tent, but from again, so a Super-X.

CURRENT AWARDS: N/A
Favorite Fighter: Johnny, the Holy Ark
Favorite Genre: Fighting



CRISPIN

This month's shooter got the muscles in Crispin's hands. The weekly staff soccer game killed his legs and feet. And E' has worn out what was left of his gray matter. Now Crispin is a broke man. All he wants to do anymore is leave work early and a bowl of soup and watch his afternoon "series." Oh, you can't skip out of it, huh?

CURRENT AWARDS: Shooting the Holy Ark
PlayStation 2
Favorite Genre: Action/Strategy



SUSHI-X

Sushi's been training Hsu and Kuo (ESMA's old-school managing editor) for the SFR1 competitions at E', and so far, the results look promising. He even let Dan win a couple of games to boost his confidence. Sushi won't concede. Sushi won't concede. Sushi won't concede. Since E' will be over by the time you read this, we'll let you who won that match.

CURRENT AWARDS: SFR1 Competitions
Play Play
Favorite Fighter: Street Fighter 4
Favorite Genre: Fighting

It's one of Air Combat 2's later missions that's proof enough of what a way-cool shooter from we have here: the mission has you flying through enemy-infested skies to a remote island, where you must take out a heavily defended bunker. Here's the catch: The only way to take the bunker is to swap down a cramped ventilation shaft—which stays open for only 90 seconds—and destroy the structure from the inside out, all while dodging missiles from bogies on your six. Now that's what I call fun! Like the first game, part two isn't a direct arcade conversion, but even closer. It's a mix of fly-by-the-seat, air-to-air and air-to-ground missions (as well as a few confined to narrow canyons) that pay big bucks when accomplished. You use this cash to build your own air force of fighters, including an F-15, F-16 and the nifty A-10 (perfect for strikes against ground targets). And you get more money when experimental fighters when you beat the game, so you can really old missions with new, off-the-wall aircraft. AC2 overcomes a major flaw of the original—you now get more missions. Turn better-than-mission come in a wide variety. Some have you downing a few bombers while

read have you taking out both aircraft and SAM sites or other structures scattered. You even attempt a couple of carrier and runway landings. But don't just blow through the game as fast as you can. The more you destroy in each sortie (i.e., the more secondary ground targets and aircraft you obliterate), the higher you'll go up in rank. And the higher your rank, the more missions you'll get to fly during the course of the game. The mission list also branches at certain points and lets you choose which sortie to fly. It all adds up to higher replay value, something missing from most arcade-style ACs. AC2's graphics are the best of any flight game ever (yes, even Planes 64). Terrain is rendered much further into the distance than in other sea titles, and pop-up of the world is gradual, thanks to the hazy—but not too boggy—weather. Cross landmasses and suburbs sprawl in every direction, as do canyons or forests when you're jetting across country. Controls are perfect, whether you're using digital or analog pads (I prefer the dual-analog stick, which seems made for AC2). Now if only there was a two-player Flight Mode.

—CRISPIN

Like Bogey Dead 6, a white back, a well-done flight game can do a lot of fun. Air Combat 2 (which I think is much better than Bogey by the way) is definitely one of those flight games. The whole thing is done really well from start to finish—graphics, sounds, control, etc. The beginning missions are too easy, but they do get harder in later levels, so there's a nice balance.

I'm far from being a fly-by (like Crispin "Radder-Control" Boyer is), so the arcade feel of Air Combat 2 is perfect. The graphics are incredible (the city level where you have to take out the overseas project this). Leave it to Namco to make another awesome game—in just another genre. An analog stick (or pad) makes AC2 a helluva lot more fun.

—SHAWN

I wasn't a big fan of flight/arcade games, up until now. AC2 is the crown of the coop. Why? One simple word: variety. AC2 has several players that all behave differently and plenty of non-linear missions that are long and challenging (you can even choose from different missions sometimes). Your primary objectives are always different and the occasional

optional mission makes things interesting. My all complaint is that it's too hard to get many medals, even kills on a flying carry. But then again, inside kills are slightly harder to get, too. The missions in AC2 are smart—most of them will try to make your mistakes, if they can. This tiny bit of realism makes the game all the more enjoyable.

—DAN

RATING SCALE:
10 - PERFECTION
9 - VIRTUALLY FLAWLESS
8 - SPLENDID
7 - FLEETING
6 - GOOD, NOT GREAT

5 - AVERAGE
4 - RENT FIRST
3 - TIME WASTER
2 - DON'T EVEN RENT
1 - FLUSH IT

I'm really picky when it comes to flight arc games, so I'll offer love it or hate it. That said, Air Combat 2 is a game I can really get into. The city levels are really detailed, and I couldn't get the game to slow down or drop out noticeably, even at top speeds. The missions are fairly stingy towards it, but the good variety of planes add a little variety and

difficulty. Sometimes, however, the enemy planes take an awfully long time to get in your sights, creating extremely long missions that should be far shorter. One of my favorite aspects of Air Combat 2 is the seemingly endless areas to fly around in. Never once did I come up on an invisible barrier to slow my progress, which is impressive.

—SUSHI-X

EDITOR'S CHOICE Silver Awards are granted to games with a total average score of eight, while games that average nine or above receive Gold Awards.

SYSTEM SATURN
SHINING THE HOLY ARK
 PUBLISHER SEGA



CATEGORY: RPG
BACKLIP: SYSTEM MEMORY
BEST FEATURE: STORY LINE
WORST FEATURE: TOO DRAWN OUT
ALSO TRY: BLAZING HEROES

There's no question that this game packs some of the best animation ever seen in an RPG. Its pretendered monsters start around and practically leap off the screen when they attack. But here's the rub: The animation often gets in the way of the adventure, slowing it to a crawl. When you battle bats, for instance, their screeching, ultrasonic strikes take way too long to hit every member of your party. Sure, the attack sequences look cool the first few times you see 'em, but by the 10th time, you'll wanna yell "Just hit 'em already! I don't care what your attack look like anymore!" That grpe aside, SHA is a solid RPG that plays much like the original Shining in the Darkness for the Genesis. It's a traditional, turn-based game, 90 percent of which is used in maze-like dungeons, castles and forests (don't worry about getting lost—you get an automap). The first-person perspective (which moves in steps like the dungeon sequences in the original Fantasy Star) is a refreshing change from all the recent top-down, action-oriented RPGs—especially since SHA's scenery looks so damn good. But what really sets it off the way away of being a new classic and send you back? Using these little guys takes quick reflexes, but they're essential in this combat-heavy adventure. —**CRISPIN**

Although Shining the Holy Ark was a decent RPG, I just couldn't get into it. Probably because the game played so damn slow. It seemed like the first enemy I saw was a catch, but then they got faster way too fast. The graphics looked colorful, appeared blocky at times. It's a good one to play through, but check the price tag first. Maybe for \$38 or \$39. —**SHAWN**

This is the best Saturn RPG I have played yet. I love the 3-D perspective, as opposed to the top-down view of traditional RPGs. The story line is long and involved, but it tends to drag on sometimes. I wish I could fix a few minor details (especially with the in-game map, which needed an equivalent tool). The graphics and music are excellent. Highly recommended. —**DAN**

This game is a little King's Field mixed with attack RPG battles and a great story line. The entire game is 3-D, with excellent rendered characters as friends or foes. The one feature that impressed me the most was the seamless use of cut-scenes and actual gameplay. Only the command interface lags, as you wade through tons of screens to find your way. —**SUSHI-X**

8 **8** **4** **2**
VISUALS **SOUND** **INGENUITY** **REPLAY**

SYSTEM PLAYSTATION
MACHINE HUNTER
 PUBLISHER MGM INTERACTIVE



CATEGORY: ACTION
BACKLIP: PASSWORD
BEST FEATURE: GRAPHICS
WORST FEATURE: REPETITIVE
ALSO TRY: LOADED

My first impression of Machine Hunter was, "Not another Loaded clone!" Luckily, the machine set varieties and techniques add a whole new level of scrolling-shooter fun. The graphics are very smooth and nicely detailed, except when huge enemies invade your screen. One noticeable difference between Machine Hunter and Re-Loaded is the inability to shoot in the opposite direction your human form is running, like in Robotron. While some may complain about this awkward control, it actually lends a sense of realism. Since you're done in a match fast, you can then shoot any direction you wish, no matter which way you face. Also regarding the control, it is obvious that to really gain full enjoyment you'll need a dual joystick controller. Why? It's nearly impossible to shoot diagonally with a normal pad. Pressing two buttons at the same time isn't consistent enough to be effective. What is effective, however, is the level design. The intricate details of each level, the hidden secrets and the trail of blood tracks you leave when you kill your latest victim really supply an endgame gratness with the opportunity they give like challenges. So if that's all those buttons, why only on a PS? Well, the pure reflexive nature of Machine Hunter gets a little aid after a while. Boredom hits. —**SUSHI-X**

The graphics are really nice with plenty of cool visual effects. Some of the bigger enemies get a little blocky though. Thankfully the game has missions—and good ones at that. I liked all the different traps you can become as well, but I do have to say the lighting on their weapons are a little rough. Overall, it was kind of repetitious and I got bored at times. —**SHAWN**

The game draws inevitable comparisons to Loaded (which I feel is one of the most overrated games in history), but it's leagues better. The game gets very repetitive. I wouldn't mind to have some true Robotron-style controls (with shooting completely independent of movement). The different sounds and various mission help boost the score a bit. —**DAN**

This game looks—and plays—like a deluxe version of Loaded. It has the same explore-mission-and-shoot-it-out-of-control gameplay, except with more inside-the-roboter visuals and the ability to control deflected fire. But the graphics are often too plain. The swamp level looks more psychedelic than real, and enemies get away with way too many cheap hits. —**CRISPIN**

8 **8** **4** **3**
VISUALS **SOUND** **INGENUITY** **REPLAY**

SYSTEM PLAYSTATION
LETHAL ENFORCERS 1 & 2
 PUBLISHER KONAMI



CATEGORY: SHOOTING
BACKLIP: NONE
BEST FEATURE: TWO GAMES IN ONE
WORST FEATURE: PREGAME CHECK
ALSO TRY: CRYPT KILLER

I used to love the Lethal Enforcers games. They were the best two-player light-gun games around in the arcades at the time. Who can forget the bright pink and blue guns tied to the cabinets with heavy chains? Barring a few negligible details, these are clean translations. All of the graphics and levels are dead-on. Compare that with minimal beat times, and you have a near-perfect arcade experience. I recommended using the Nike Lunar Gun with Laser Sight or the Nyko Cobra Light Gun to spice things up a bit. But having perfect translations of old games doesn't make them necessarily good. Rereleasing old games works for retro classics, as Sega and Williams have demonstrated perfectly, but I wouldn't classify the Lethal Enforcers games with the likes of Pac-Man and Joust. When we are used to playing great polygonal shooting games like Virtua Cop 1 and 2 or Time Crisis, Lethal Enforcers 1 & 2 just aren't out of it. The sprite-based digitized characters look very silly. The (static) static backgrounds and environments sound like an older, greater day of gaming. So Lethal Enforcers is a good translation, but I can only recommend it if you don't care how much they're average titles that were decent when they first came out, years ago. —**DAN**

Unless you really love games like this, or really loved the game when it originally came out, don't bother with Lethal Enforcers 1 & 2. If you've played one, you've played them all. The graphics are sub-standard, and most of the time, the game just isn't fun to play. If you're going to buy one, like this one with New Cron when it comes out. —**SHAWN**

LE1&2 are classics to the arcade generation in other words, their graphics and animation look feeble when compared to modern shooters. But the gameplay (or maybe gameplay?) is also just as true to the arcade, making this due for a play through if not for fun. And since you get a ton of credits, you should have little trouble breaking each on your first try. —**CRISPIN**

The others may not agree, but Lethal Enforcers is a pretty good light gun, albeit a simple one. The difficulty rises more on finding a good light gun than the game itself. Don't attempt to play either version of the game with a control pad. It is a real pain to see, trust me. Otherwise, the graphics are good, even if they don't animate as much as some "new" games. —**SUSHI-X**

3 **3** **3** **5**
VISUALS **SOUND** **INGENUITY** **REPLAY**

SYSTEM PLAYSTATION

XEVIOUS 3D

PUBLISHER NAMCO



CATEGORY: SHOOTER

BACKUP: MEMORY CARD

BEST FEATURE: CLASSIC GAMEPLAY

WORST FEATURE: BOMB TOWNS

ALSO TRY: RAYSTORM

This one has sure come a long way. We all remember when Xevious was still a regular, old shooter. Now it's all fancy and 3-D. If other old shooters would get this treatment, we might see a resurgence of the genre. The control is very straightforward which makes it easy to play. It's as easy as the old one was to control, but now in 3-D of course. The enhanced version gives you multiple bombs which is kind of a drag considering that's why the old bombing method was cool—it required more skill. As mentioned before, the graphics are superb, and it's nice to see the slowdown a virtually eliminated (unlike the Japanese version that had considerable slowdowns). More variety of weapons wouldn't have hurt, but the ones they give are nice-looking as well as effective. The laser "feeler" weapon is a personal favorite of mine, especially when it gets powered up. The Bosses are huge (which is always a good thing) and the levels have plenty of different enemies to blow up. Nahco didn't go overboard to tough—there are just enough enemies on the screen at once to make the game hectic, but few enough where it doesn't get annoying. On top of this goodness, the disc has the original Xevious (along with an upgraded version) complete with a new soundtrack. —SHAWN

Think of the old Xevious games that are included in this compilation as a Crocker: look by it's nice to have in there, but you're not really going to play with it. The real game in here is the 3-D game, which is pretty good in it's own right. The graphics and gameplay are above-average, but the game is nothing to write home about. More power-ups would've been nice. —DAN

You'll watch in your seat, grand words you'd never say in front of your mommy, and tear muscles at your stomach when you play Xevious 3D. So, yes, the game does meet most of the qualifications of a good shooter. Unlike it, it just isn't all that spectacular, both in graphics and gameplay. I would like more ways to power up my bombs, for instance. —CRISPIN

Here's a title that could have easily shown up on a Namco Classics CD. The old games are purely for nostalgia's sake, but are translated perfectly. One note about the 3-D game that upset me a little bit: It's not really 3-D. Sure the graphics look great, and the perspective seems 3-D, but it plays like a 2-D game. I wish going to have vertical control. —SUSHIX

6 VISUALS

5 SOUND

5 INGENUITY

7 REPLAY

SYSTEM PLAYSTATION

RAYSTORM

PUBLISHER SPAZ GAMES



CATEGORY: SHOOTER

BACKUP: MEMORY CARD

BEST FEATURE: GRAPHICS

WORST FEATURE: FEW WEAPONS

ALSO TRY: RAIDEN PROJECT

Playing RayStorm is like dating a gorgeous girl (or guy, for those of you in the "other half") with zero brains. It sure looks good and it's a lot of fun for a short while, but you'll soon realize that you'll be wanting more out of it. RayStorm is one of the best-looking shooters I have ever seen, period. You'll keep running through stage after stage with your eyes wide open in amazement. The enemies are incredibly detailed and the special effects are explosive. In fact, RayStorm looks so fine, that it makes up for a lot of its shortcomings. So what's bad about this game? First, every shooter out there has a large variety of power-ups and weapons, but not RayStorm. Although you can pick from two different staps (each with its own set of weapons), you can only upgrade existing weapons, no new weapons to find here. Second, the lock-on weapon is the only real attack you'll use. So instead of shooting everything you'll find your self peeing the lock-on target over as the enemies avoid (which is OK, but it takes away from some of the challenge). Nevertheless, give RayStorm a try. The different enemies with their never-before-seen attacks give the game a great challenge level that will help you coming back for more. It is a fun game, and it will impress you. —DAN

The major flaw with RayStorm is the amount of enemies on the screen at one time—there are just too many. Sure, that brings forth the feeling of the older days of gaming, but it gets confusing. Other than that minor flaw, the game is perfect. The graphics are some of the best I've ever seen on the PlayStation. I also like the way the missions progress. —SHAWN

I must have yelled "Oh wow!" at least 40 times when I first booted up RayStorm. The polygon count and terrain look phenomenal, making this the most eye-catching PS title yet. And although RayStorm throws hundreds of enemies at you, there's rarely a hint of slowdown. Now just keep the awesome shooter coming, Spaz/Working Design. —CRISPIN

It's taken a while for the shooter genre to pick up since the 2D-bit systems debuted, but games like RayStorm make up for it. The eye-catching visuals and consistent deluge of enemies really showcase the power of the PS finally a game with a fair arcade shooter feel has hit home. The music is very impressive as well, and the boss stages rock. —SUSHIX

10 VISUALS

8 SOUND

5 INGENUITY

8 REPLAY

SYSTEM PLAYSTATION

POY POY

PUBLISHER ADNAM



CATEGORY: ACTION

BACKUP: MEMORY CARD

BEST FEATURE: MULTIPAYER

WORST FEATURE: COMPLEX

ALSO TRY: BLAST CHAMBER

This is the type of game I've wanted to see in a long time. A swingin' multiplayer title that's easy to control, looks good and has long-lasting one-player features to boot. Sure, it might be a little easy to play through, but there are enough secrets to bring you back for more. For example, after beating the game, all the Bosses become selectable (depending on what class you beat). The graphics are good, but are a bit primitive. Then again, it's a fun action game with some puzzle elements it's not supposed to have. The best graphics. The music fits the game well, but sounds stock, however, that's far from being a problem. I loved the large number of enemies and different ones you can buy. What's weird is that after winning a cup and getting the winnings (like a million out of the total), you'd think that would last long, but those new, powerful weapons cost a pretty penny. All this makes Poy Poy a lot of fun. And I ask you, to what other game can you pick up great blocks at one or a leg and toss them at your friends? Seriously, don't forget about the lasting power of Poy Poy. Any good multiplayer game like this one can be dropped out of an given time, what your friends stop by with their controllers. I'm buying this one hands down. —SHAWN

If a great supporting four-player multiplayer action shined out, I'd love it. Poy Poy is no exception though. It's a bit fun from Mario Kart 64 or Super Bomberman Poy Poy is very enjoyable. Although the game needs more stages and better character-type work, it has plenty of power-ups, secrets and addictive gameplay. Overall, it's a decent party game. —DAN

Poy Poy! One-player Mode—with all its different classes and secret characters—is plenty of fun. But the four-player game is where it's at! In fact, the Multiplayer Mode is an edge-of-seat-ent fun that's the reason enough to plunk down the cash for it. Making 200, the game's explosive thrills die down a little after a while. Poy Poy is no Bomberman, but it's close. —CRISPIN

Poy Poy is by far my favorite new game this month, loaded full of addictive fun. I couldn't stop playing, even when my hands started hurting. The techniques are surprisingly complex enough for game play, yet simple enough that even your little sister could learn to play. The One-player Mode is a blast, but a four-player game is the most fun. —SUSHIX

6 VISUALS

7 SOUND

8 INGENUITY

9 REPLAY

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GOLDEN EYE

Shaken, BLOWN UP, Shot At... *But not Stirred.*

It's a deadly international mission where your only chance of survival will be your precision gun control, your razor-sharp aim and your impeccable sense of style. Good thing you're James Bond. In the new GoldenEye for N64, you've got a 360-degree range, 18 weapons and a license to kill. Hope your tux is pressed.



Activision N64
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READERS HELP IS NEEDED FOR TRICKMAN TERRY!

Introducing Trickman Terry the hero! Yes, we've finally found Terry working with his colleagues for years. In that mental facility he's about to get a glowing gun, and we're not even sure if he lives in the office at night. Buckle him in the car, drive for three days straight and it'll pop up as if to do it. It's out of control! And Dr. Papper is not doing him any good either. Since the summer is just by a slow line, for game releases, the trick mail is also being shut down. The Trickman is in a slump and only his loyal trick fans can do something to help him out of it. Send some about 10 letters with inventive tricks inside! Also, do change in the area of advice! We'll come and read or come to the Trickman to show you some.

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TRICKS OF THE TRADE

TUROK: DINOSAUR HUNTER

TRICK OF THE MONTH

POWER TRIP

THE BIG CHEAT

This incredible code is the mother of all cheats for this game! Many people have been wondering how to access weapons easily. Well, here's your answer! Access the "Enter Cheat" Option from the Title Screen. On the Cheat Code Screen enter the password for the Big Cheat. The code is as follows:

NH7H0HDGCRDTNRK

Now you will have everything you need for this game including invincibility, weapons, ammo, big heads, weapons to levels one through eight and automatic weapons to the Bosses of the game!

Miguel Navarrete
Fales Park, IL



On the Title Screen, highlight and press the "Enter Cheat" Option.



Choose "Enter" and The Big Cheat will now be at your disposal!



At the Enter Cheat Code Screen, enter: NH7H0HDGCRDTNRK.



All of the main options are here, including the level and Boss wars!

System: Nintendo 64 Publisher: Acclaim

BUSTER BROTHERS COLLECTION

POWER TRIP

STAGE SELECT, A NEW EXPERT MODE

Use this method to get the Stage Select. After the Title Screen, press Start and you'll get to choose between three games. Choose "B-Buddies." Then pick "Games Start" on the next screen. After the Buster Buddies Title Screen appears, choose a one- or two-player game. On the Select Game Screen, go to Normal Game and hold Down on the pad. Then press X. After choosing your character, a Stage Select Screen will appear! You



On this screen, move to Normal, hold Down and press button X. can choose any set of levels even the last which is 50! To get the expert levels, get to the Select Game Screen again and move to the Normal game. Using controller



After choosing your character, a Stage Select Screen will appear and you can hold the X button on both controllers. Instead of the normal game, you will get an Expert Mode with new levels and backgrounds!

System: PlayStation Publisher: Capcom

PEAK PERFORMANCE

POWER TRIP

HIDDEN CARS

From the Primary Selection Screen, choose IP Race. On the next screen, highlight and choose the "Car Select" Option. On the Game Select Screen, highlight Garage A, hold button L1 and press Circle. Next, highlight Garage B, hold L1 and press the Circle button. These highlight Garage C, hold L1+R1 and press Circle. This makes you go back to the Car Select Option. Go back into the Garage Select and you will see a new



After doing the trick on the Garage Select Screen, you have more cars to choose from. Also, highlight and access the new special option to see the new vehicles in



Also, in the Special lot in the back, there are even more vehicles! the back of the garage. You can choose to race with a bus, a semi-truck, a ferris or a motor scooter. Choose any of the vehicles to make it an interesting road!

System: PlayStation Publisher: Azusa

TRIPLE PLAY 98

VARIOUS CHEATS

EA Dream Team—On the Exhibition Screen, press L2, R2, L2, R2, Circle. You'll hear a disk. Move left with the pad until you reach the 32nd team which is the Dream Team.

Cheats Stadiums—At the Select Stadium Screen, press L1, R1, L1, R1, Square. Move to the right of the screen and you'll see three new stadiums to choose from.

The rest of these codes are done while holding the L1+R1 +L2+R2 buttons simultaneously while in the middle of a game.

Cheats Strikeout—X, Down, Circle, Square, Right, Left, Triangle, Up. This forces the next pitch to be a strikeout.

Cheats Home Run—Up, Triangle, Left, Right, Square, Circle, Down, X. Force next hit to be a home run.

Cheats Crowdcomment—Square, Circle, Square. Announcers talk about the stadium and crowd.

Cheats Weathercomment—Circle, X, Circle. Announcers talk about the weather.



Do the code on this screen to get the EA Dream Team.



Do the Cheat Stadiums code to get three new places.



One of them is the corn field, complete with a band!



Before you get to hit the ball, do the Home Run code.

Cheats Sponsorcomment—Triangle, Circle, Triangle. Announcers give some funny commercials.

Cheats Crowdcheer—Down, X, Down, X, Triangle. The Crowd cheers.

Cheats Crowdboo—Down, X, Down, X, X. The crowd boos.



Do the Cheat Strikeout code before you pitch the ball.

System: PlayStation Publisher: EA Sports

BUG TOO!

INCREDIBLE GAME CHEATS

Just press anywhere, with in your game. Then enter the codes to receive various results. The D-pad acts as a compass. For example, South=Down, West=Left, etc.

Cheats Screen enter (LAZY WEASEL) or L, A, Z, Y, Left, Right, A, Down, Right, L.

Invincibility enter: (REAL EASY) or R, Right, A, L, Right, A, Down, Y.

Fly Cheat enter: (LAWLESS) or L, A, Left, L, Right, Down, Down. After entering this code, use the Y button and the D-pad to move your character across the screen. Just be careful!

Bug Too!

CHEAT SCREEN
 - LEVEL: 44 - DIBBLE: INF
 HERO: SUPERFLY
 SOUND TEST: 0 - 0
 MUSIC TEST: 0
 FLY CHEAT: ON

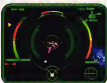
Do the (LAZY WEASEL) code and you'll get this Cheat Screen Level Select, sound test and more!

System: Saturn Publisher: Sega

WING COMMANDER IV

LEVEL SELECT AND CHEAT KILL

This trick will give you a level select with a "Cheat Kill" Option. To access this Cheat Mode enter the code: **Up, Down, Down, Up, N2** at the Wing Commander Copyright Screen. If done correctly, you will be taken to the Level Select Screen. Choose your level using your throttle buttons. Then begin your game. To use the "Cheat Kill" and destroy enemy ships in a battle with one shot, press **L1, L2 and Square** simultaneously. Use caution with this cheat and do not use this on friendly ships or you might mess up your game.



Do the trick and go to any level. In a battle scene, use the Cheat Kill on your enemies!

System: PlayStation Publisher: Origin

LOOK OUT

POWER TRIP

POWER TRIP

POWER TRIP

Tricks Of The Trade

Norse by Norsewest

—by Interplay for PlayStation

Here are the passwords through level 31 so you can complete the game. Access the Password Option and enter the codes as shown. (Be sure to account for the numbers mixed in with the letters):

- Level 01: **NTRO**
- Level 02: **STRE**
- Level 03: **2NDR**
- Level 04: **TRSH**
- Level 05: **SWYR**
- Level 06: **WOLF**
- Level 07: **BNAT**
- Level 08: **SAHN**
- Level 08: **BNED**
- Level 09: **WZRD**
- Level 10: **BLRS**
- Level 12: **TLPT**
- Level 13: **GVYR**
- Level 14: **BNDR**
- Level 15: **WZRD**
- Level 16: **ORNA**
- Level 17: **YVYR**
- Level 18: **GNAL**
- Level 19: **TRSD**
- Level 20: **DRSK**
- Level 21: **WZRD**
- Level 22: **NRDR**
- Level 23: **LDRE**
- Level 24: **TRDR**
- Level 25: **NRDR**
- Level 26: **SWDR**
- Level 27: **TRDR**
- Level 28: **HLDR**
- Level 29: **NRDR**
- Level 30: **WZRD**
- Level 31: **DRDR**

Blast Corps

—by Nintendo for Nintendo 64

Just close enough to the object you want blown up so that your guy can't get out of the vehicle. Then hold the Z button down. Your guy should yell, "Doh!" Continue to hold button Z, until the object blows up.

Disruptor

—by Universal Interactive for PlayStation

Here are the passwords that you should find helpful. Invisibility: Just go to Map Screen, when within a level and turn "Re-Turn" off. Then press: Circle, Circle, Square, Circle, Triangle, X, X, Circle. Then complete your game and take on your enemies with no worries.

WAR GODS

FREE PLAY INVINCIBLE PLAINABLE BOSSES, ETC.

From the Title Screen, go into the Options and move down to the "Character Code" Option. Using the Square, X, Circle and Triangle buttons, change the numbers of the four-digit password to match one of the codes as shown below. **Free Play: 8708**—Enables no limit on continues on the Options Screen.

Player 1 Invincible: 2368—Invincibility for player one.

Player 2 Invincible: 1224—Invincibility for player two.

Player 1 Extra Damage: 7878—First player causes more damage.

Player 2 Extra Damage: 3881—Second player causes more damage.

Quick Finish Game: 4388—Finish the game after killing only one CPU player.

Easy Fatalities: 0322—Pressing High Punch+Low Kick triggers a fatality (Fatalities must be on).

God: 8888—Enables player one to play as God.



On the Title Screen, move to and access the Options Screen.



Play as the huge monster God after entering the code: 8888.

Easy: 2791—Enables player one to play as God.

Level 1 Select: 8880—Always play on Level 1.

Level 2 Select: 8881—Always play on Level 2.



Move to "Character Code" and enter the four-digit code of your choice.



God will be a playable character after entering the code: 2791.

Level 3 Select: 8882—Always play on Level 3.

Level 4 Select: 8883—Always play on Level 4.

Level 5 Select: 8884—Always play on Level 5.

System: PlayStation Publisher: Midway

BRAHMA FORCE

EASY GAME

To make this game a little less difficult, put in this trick for the "Easy Game." Go to the Title Screen with the "Press Start Button" flashing. At this screen, hold Up+Right+X+Square. While holding these, press Start. You'll hear a slightly different selection sound than normal. Now begin your game and you will notice some new aspects about the level. The enemies will be easier to kill, you



At this screen, hold Up+Right+X+Square. Then press Start.

have more time to complete the level, and the enemies will leave more powerful items behind (especially armor and health).



After destroying enemies, you'll usually get more powerful items.

This will make the game less challenging, but it will give you the advantage to win it with a little more ease than before.

System: PlayStation Publisher: Jaleco

WAR GODS

FREE PLAY AND PLAY AS THE BOSSES

Wait until the War Gods logo appears on the screen and use the directional pad and the buttons (not the analog joystick) to enter this code very quickly: Left-C, Left-D, Right-A, B, Up-C, Right-C. You'll hear "All too easy."

Now go into the Options and you can move the continues to say Freeplay. To play as God, go to the Character Select Screen and quickly press Down, Right, Left, Left,



On the Character Select Screen, quickly press the control buttons.

Up, Down, Right, Up, Left, Left.

Then choose the highlighted character to play as his. For God go to the Character Select Screen.



Then choose the character that was highlighted and you have the best.

and press Left, Down, Down, Right, Left, Up, Left, Up, Right, Down. Then choose the highlighted character to play as God.

System: Nintendo 64 Publisher: Midway

DESCENT MAXIMUM

AWESOME CHEAT CODES

Go into the game and while you're playing, enter these cheats with the controller for various results, but don't pause the game before you enter them.

MEGA WOM (Weapons, Energy and Shields)—Square, Triangle, Circle, Square, Triangle, Square, X, Square, Circle, Triangle, Square, X, Circle, Triangle, Square, X, Triangle, Circle, Triangle, X, Triangle, X, Triangle, Square, X
INVULNERABILITY—Triangle, X, Triangle, Circle, X, Triangle, Square, X, Triangle, X, Circle, Triangle
CLOAK—X, Triangle, Circle, Square, Circle, Triangle, Square, X, Triangle, X, Triangle, Circle
FULL SHIELDS—Triangle, X, Circle, Square, Square, X, Circle, Triangle, Square, X, Circle, Square, GO WINDUP!—Triangle, Square, Circle, Triangle, X, Square, Triangle, Circle, Square, Triangle, X, Circle
TURBO—Triangle, Square, Circle, X, Square, X, Circle, Square, Triangle, Circle, X



Pump up your number of lives with one of the codes.

X, Square
EXTRA LIFE—Triangle, X, Square, Circle, Triangle, X, Square, X, Circle, X, Triangle, Circle
ROBOTS FAST, FIRE SLOW—Triangle, X, Square, Square, Triangle, Circle, Square, X, Circle, Square, Triangle, Circle
NEGATIVE COLORS—Triangle, X, Circle, Triangle, Square, Circle, X, Triangle, X, Triangle, Circle, X
ACID COLORS—Square, Triangle, Circle, Square, Triangle, Square, X, Triangle, X, Triangle, Circle, X
MEGA WOVIE ZOWIE—Triangle, Square, Circle, X, Triangle, Square, Triangle, X,



Doing the Mega-Wow code will increase your power.



If you're low on shields, charge with the shield code.

Triangle, Square, X, Circle
ALL ACCESSORIES—Square, Triangle, Circle, X, X, Triangle, Square, X, Circle, Square, Circle, X
HELLO MINNIE—X, Circle, X, Circle, X, Circle, X, Circle, X, Circle, X, Circle, X, Circle, X, Circle, X, Circle

System: PlayStation Publisher: Interplay

INDEPENDENCE DAY

CHEATER MENU

You may have seen all the codes to enter for the PlayStation version of this game in the last issue of EGM. Well here's just one code that will get all the goodies for you Saturn owners! To access this Cheat Menu, enter your name as "DAB DAB" at the Name Entry Screen. Then go to the Game/Options Screen and enter the code **Left, Right, Up, Down, X, Y, Z**. If done correctly, you should be taken right to the Cheater Menu.



Enter "DAB DAB" and at Game/Options, put in Left, Right, Up, Down, X, Y, Z.

System: Saturn Publisher: Fox Interactive

DOOM

INVINCIBILITY CHEAT

If you happen to own this game for your Saturn, you will definitely want to try this code out. To access the invincibility cheat, just follow this simple procedure: Anywhere within a level, using controller one, hit the Start button to pause and enter: Down, Y, X, R shift button, Right, L, shift button, Left and B. If the task was entered correctly, the phrase "A Powerful Made On" will appear and your eyes will begin to glow. Then continue on with your game and see just how much damage and stress you will be able to create while using this helpful cheat!



Please and enter the code. If done correctly, you should have no problem destroying that

System: Saturn Publisher: GT Interactive



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Tricks Of The Trade

Mega Man B

—by Capcom
for PlayStation/Saturn
(continued from last issue)

Wily's Fortress:

You will be sent into Wily's Fortress. Next you will have to use the Thunder Claw to progress until you fight the first Wily Boss. To defeat Wily Boss #1, you must use the Mega Buster. To defeat Wily Boss #2, you will be given no push, so you can use the Mega Buster or your weapon of choice. Wily Boss #3 is fire and third... To defeat Wily Boss, you must use the attack, and hit him with the Mega Buster. Wily Boss #4 is a jelly robot. To destroy it, you must force the jelly back by making your Mega Buster at the robot's eye. Once the jelly gets pushed back, you can fit the eye with the Thunder Claw.

After you have defeated all four Wily Bosses, you should go to Dr. Light's lab to power-up with special items then go back to the Fortress. At this point, you will have to fight all four of the Robots that Dr. Wily has made. Here is a helpful chart.

1. To defeat Granite Man use the Thunder Claw
2. To defeat Frost Man use the Flash Bomb
3. To defeat Tengu Man use the Ice Wave
4. To defeat Clown Man use the Bombard Hold
5. To defeat Aqua Man use the Astro Gush
6. To defeat Sword Man use the Water Balloon
7. To defeat Search Man use the Flame Sword
8. To defeat Astro Man use the Floating Spher.

Wily's Fortress:

To destroy Dr. Wily in the final conflict, you must not only fight hard, but you should also use your items as well. Your items are the things that you get during the game or combine parts. When Wily's main gun is charging, you must shoot it so that it has no chance to fire. Try to avoid the spinning wheel as much as possible. Wily's machine is only vulnerable when Wily sits, so shoot then with the Mega Buster Blast. Once you destroy the machine, the battle is not over. Wily will now attack with his escape pod. Before he has a chance to attack, you must use your item that will give you your energy back. It looks like a first aid kit and is located on the item screen. At this point you must watch Wily's pattern and fight. This is the part that is up to you!



Issue #91

3 Xtreme	SAT	Pandemonium!	PS
Beyond the Beyond	PS	Power Rize for Realizing	PS
Crash's USA	N64	Space Jam	PS
Daytona USA CCL	N64	Star Gladiator	PS
Final Fantasy Gold	N64	Street Soccer	PS
Metal Bombad Trilogy	N64	Tomb Raider	PS
NBA Hoopline	N64	Wayz Gotta! 3D Hokey Ho!	PS

Issue #92

3 Xtreme	PS	MLL PowerUp '97	PS
Bubble Bobble	PS	Perfect Weapon	PS
Croki's USA	N64	Star Gladiator	PS
Fighting Vipers	SAT	Tempest 43	PS
Grid Runner	SAT	WWF: In Your House	PS
Iron Man 3-D Manover	PS		

Issue #93

3 Xtreme	PS	Pro Pinball	PS
Command & Conquer	SAT	S. Puzzle Fighter II	PS
Overlord: No Remorse	SAT	Sevillanos: Perseus	PS
Dark Forces	PS	Shadows of the Empire	N64
Destruction Derby 3	PS	Soul Blade	PS
Indy 500 Country 3	SNES	Sweeped 83	PS
Fighters Megamax	SAT	Twisted Metal 2	PS
Mario Kart 64	N64	Wily Gally: 8 Rules	PS
NBA Hoopline	N64		

This guide is intended to be of the greatest value to the reader. It lists the titles and authors. This does not include Game Rank unless you are an editor. Please send us a letter if you have any corrections or additions.

Issue #94

Bubble Bobble	PS	Mc. Jones	SAT
Cosmic Legacy of War	PS	NBA Live '97	PS
The Crew: City of Angels	PS	Over-Loaded	PS
Demolition Derby 3	N64	Soviet Strike	PS
Indy 500 Country 3	SNES	Sports Illustrated	SAT
Incredible Hulk	PS	S. Puzzle Fighter II	SAT
Jedi Wars	PS	True Pinball	SAT
Metal Bombad Trilogy	N64	Turok: Dinosaur Hunter	SAT

Issue #95

A.C.H. Atari Collector	PS	P.E. Underground No. 1	PS
AMES	SAT	Snak: The City Assassin	SAT
Down 64	N64	Soviet Strike	PS
Brilliant Force	PS	Soviet Strike	SAT
Independence Day	PS	Street Fighter Alpha 3	SAT
Int. Superior Soccer	N64	Tekken 3	SAT
Mario Kart 64	N64	TEN M.S. Warriors 64	PS
MultiWarrior 2	PS	Turok: Dino Hunter	N64
Mega Man B	SAT		

Issue #96

Soviet Strike	PS
Teddy Bear Chompers	SAT
Command & Conquer	PS
And to Black	PS
Independence Day	PS
MultiWarrior 2	PS
Mega Man B	PS/SAT
Needful Warrior	PS
Need for Speed 3	PS
Soviet Strike	PS
Slyder	PS
Star Fox 64	N64
Starghark	PS
Teddy 2	PS
War Guts	N64
WCM vs. the World	PS

Working Designs and Electronic Gaming Monthly present the

RAYSTORM Contest

Grand Prize is \$10,000

First Prize is: One-Year Subscription to EGM

Runner-Up Prize is: RAYSTORM Mouse Pads

Entry Deadline: Nov. 29, 1997

To enter: Send a legible photograph or a video tape showing the best Status Summary Screen (screenshot depicted at left). Scan the PlayStation window showing game RayStorm in One-Player Mode, along with a 343 coin or paper containing your name, address, age, and phone number to: PlayStation Contest Box Marking Division, 11130 Cliff Court Road, Redding, CA 96001



NOTE: The RayStorm contest is open to all who wish to compete in the contest. The contest is open to all who wish to compete in the contest. The contest is open to all who wish to compete in the contest. The contest is open to all who wish to compete in the contest. The contest is open to all who wish to compete in the contest.

RAYSTORM Contest Box Marking Division, 11130 Cliff Court Road, Redding, CA 96001

Working Designs and Electronic Gaming Monthly present the RAYSTORM Contest. Grand Prize is \$10,000. First Prize is: One-Year Subscription to EGM. Runner-Up Prize is: RAYSTORM Mouse Pads. Entry Deadline: Nov. 29, 1997.

DIE HARD TRILOGY

CHEAT MENU

To access this cool cheat menu, enter the code: **C, A, B, B, Y, C, A, B, B, Y** when you see the Copyright Screen appear, and then begin a new game. Then while playing within the game, hit Start to pause, and you should notice a new option, "Cheat". This menu will give you two new options: Immortal Mode and



Enter the Cheat Menu code to access a couple of cool options!

Level Select: These two advantages will get you through this tough game.

System: Saturn Publisher: Fox Interactive

FIFA SOCCER 64

EASY WIN

During the match, press and access the Controller Select Option. Then move the controller icon under the other team's flag. When you go back to the game, dribble the ball into that team's own goal. Repeat this process until you have enough points, and before the match ends, make sure you switch back to the



Move the controller to the other team and score goals until you win!

winning team. You are assured to win every time!
Graham Jordan, Hayward, CA

System: Nintendo 64 Publisher: Electronic Arts

NEED FOR SPEED 2

CAMERA ANGLES

To access some new camera angles, like controller one and choose any options you wish to race with and then begin your race. Immediately after this and at the Loading Screen, press and hold buttons L1, L2, R1, R2, X, Triangle, Square and Circle. Then release these buttons when the race begins and



If you do the code correctly, you'll access angles when the race begins.

you should have up to nine camera angles to select from!

System: PlayStation Publisher: Electronic Arts

DIE HARD ARCADE

HYPER DEEP SCAN

Just about when you thought you were getting the hang of this little game... it got... casual... long to make it more difficult! Just hold buttons X, Y, Z at the Title Screen, and then press Start on Deep Scan while still holding those buttons. You should see "Hyper" just above the title when the game begins. This



Enter the code to play a super-fast version of Deep Scan!

will boost up the intensity of the Deep Scan game for a more intense challenge!

System: Saturn Publisher: Sega

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dead body's ear.

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DEACETIME PROGRAMMERS

Before The Fun And Games, These Developers Worked For Uncle Sam

by Crispin Boyer

It was the Apollo astronauts who played the great, grand granddaddy of Virtue Fighter 3, back when arcade games relied on polygons instead of polygons. These rocket podsjetz trained the old-fashion way, on a banking simulator built by General Electric Aerospace. The room-size machine used cannons, television screens, a tiny model of the lunar module and a mock-up of the command module's cockpit to put pilots through

the paces of their mission's trickiest maneuver—an orbital docking procedure.

Flash forward 30 years, after G.E. Aerospace was bought by Martin Marietta in 1993, which merged with aerospace giant Lockheed in 1995. Today, Lockheed Martin is one of NASA's and the Defense Department's biggest contractors. [Ever heard of the stealth fighter? It was Lockheed's handiwork.] And it also happens to be the company that put the polygon-crunching punch into

Sega's Model 2 and, more recently, Model 3 arcade hardware—the same gear that makes V2 look so spectacular.

And that's just one example of a relatively recent trend in the video game industry: More and more hardware companies and developers from huge, unidisciplined defense contractors to the individual code hackers themselves—are making the switch from government work to fun and games. It's a trend fueled by money, of course, since the interactive-entertainment market can be pretty darn lucrative for a company that knows what it's doing. But, according to the programmers who made the switch, it's also a trend fueled by fun.

LOCKHEED MARTIN



Lockheed's flight sims are beneath rigs with moving cockpits and tilting, domed viewing screens. "If you've been in a simulator, it's the world's best video game," said John Leno, marketing director for Lockheed's sim-graphics subsidiary.

1. Virtue Fighter ran on the Model 1 board, back before Sega partnered with G.E. 2. This partnership gave Model 2-based V2 its texture-mapped pizzazz. 3. But it's V3—and Super GT (right)—that have benefited most from the union.



From Stealth Fighters to Virtue Fighters

You can follow a trail of evolving technology from the Apollo astronauts' docking trainer to Sega's Model 3 board. After G.E. Aerospace's Simulation and Control Systems division built the trainer in the late '60s, its engineers wanted to create something a little more flexible, a little less reliant on hundreds of moving parts. So they developed the world's first realtime image generator. "That thing did something like 10 polygons per second," said John Leno, director of marketing for Real 3D, Lockheed's modern incarnation of the Simulation and Control Systems division. "It was pretty crude. It was all built on custom electronics and it was huge, the size of a room."

Over the next 20 years, as polygon-generating algorithms and technology improved, G.E. continued to develop high-end, real-time image generators for military and space simulation flight and bomber pilots throughout the world trained in these custom-built simulators, and considering that these machines sold for anywhere between \$3 million and \$10 million, G.E. as a military contractor certainly wasn't going broke.

So why the move into game hardware? Sega opened the door: "If you go back to 1991 [back before Martin Marietta bought G.E.], 90 percent of the arcade systems that were out were based on sprites," Leno said, "and Sega had come out with their way first polygon-based game called Virtue Racer, but it had big, chunky polygons and everything in it was pretty blocky."

G.E. took one look at Virtue Racer and saw both a technology that could easily be improved and the potential for a relationship with

a company that reigned over 45 percent of the arcade market. "When we started talking to Sega in 1981, our high-end image generators sold for an average of \$3 million," Leno said. "We looked at Sega, and here were these guys trying to do some advanced graphics in an arcade game that sold an average for \$12000. So the question was: How could we put our technology into this kind of a product and at the same time, help us get into commercial markets?"

The answer was simple enough. G.E. added texture mapping (which its engineers invented and perfected in the mid-'80s, by the way) to Sega's existing arcade polygon engine. The result was the Model 2 board, which powers some of Sega's most successful arcade games, from Daytona USA to Virtua Fighter 2. Sega was so impressed with the results that they had Lockheed design the entire graphics system for the next arcade board, Model 3, the 1-million-polygon-per-second powerhouse that is only now beginning to face competition in the arcades.

Today, Lockheed still stands as one of the world's largest developers of high-end military sims, and their Real 3D subsidiary is also heavy into designing chips for graphics workstations and a 3-D card for PCs. Still, they have yet to have a hand in any of Sega's home systems, and so far it looks unlikely that Real 3D will be involved in the design of Sega's 64-bit system, the Dural.

"I think that some of the things we do in Twisted Metal 2...are even beyond what the simulation community is doing." —SingleThec VP Todd Kelly*

Paradigm's Skill

Probably the most famous example of a military contractor expanding into the entertainment realm is Dallas, Texas-based Paradigm Simulations Inc., the "Dream Team" developer behind last year's Nintendo 64 launch title PilotWings 64. Formed in 1990 with a little hardware help from Silicon Graphics Inc. (SGI), Paradigm has designed simulation graphics and application software for the Army, Navy, Air Force, Boeing and numerous others. In doing so they have earned a reputation for harnessing the full power of SGI's workstations. "We rely because SGI's experts at pushing their hardware," said Gary Bandy, Paradigm's manager for new business development and one of the artists for PilotWings 64. "We were routinely invited out to their porting palace, their technology-exploitation center. We were kept out there on the leading edge."

It wasn't long before Nintendo, whose 64-bit

PARADIGM



Paradigm is unique in that its entertainment titles look nearly as good as its military simulators (note the comparison above between PilotWings 64 and a Cobra helicopter sim). That's because everything Paradigm makes runs on SGI-based hardware, whether it's a \$200,000 Onyx workstation or a \$150 N64.

1. It was mostly military pilots and ship captains who "played" Paradigm's early products. 2. Then the company developed Vampire, a multiplayer combat sim. 3. Today, Paradigm is one of Nintendo's premier developers. Their next N64 game, Aero Fighters Assault, is a supercharged port of a Japanese arcade game.



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system incorporates SGI hardware, look no one of Paradigm's potential as a game developer. "When Nintendo approached SGI about doing the hardware for the N64, SGI said, 'Well, check out this little company in Texas,'" said Bandy, who himself negotiated the deal with Nintendo. The rest is gaming history. Today Paradigm's newly formed entertainment division, Paradigm Entertainment Inc., is working on no less than four N64 titles, one for Nintendo (still top-secret, but a sequel to *Phot Wings* is a safe guess), and three for Japanese Developer VideoSystem, including the arcade shooter *Aero Fighters Assault*. Paradigm has also built a tools package for the N64—called *Fusion64*—which combines third-party applications, Paradigm's own Mega UltraVision environment software and N64 emulation hardware. The package serves as a one-stop hardware and software kit for developers eager to hop on the N64 bandwagon. Paradigm has had mixed results with the package so far.

Yet Paradigm dipped their feet into the entertainment industry before ever meeting Nintendo. Their first game, *Venepne*, developed in 1993, was a futuristic air combat game that pitted up to 16 players against each other at Magic Edge, a location-based entertainment center in Mountain View, Calif. And for Disney's EPICOT Center, Paradigm developed *Egghead Shred*, a sort of virtual-reality game that has you guiding a molten-coiled egg down 30 different snowboard trails.

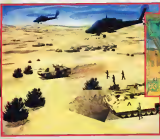
So what made Paradigm shift from creating military sims to developing slink-egg sims, N64 titles and other fun stuff? "It was just a logical extension," Bandy said. "Obviously, military markets are pretty tight. There are a lot of very strong and capable companies out there, and with the ebb and flow of competition over the available defense budgets, it just made sense to delve into other markets."

SINGLETAC

Which screen is from SingleTrac's PlayStation top-seller *Twisted Metal* and which is from their previous work with image-generation giant Evans & Sutherland? Hmm...the evil ice-cream truck may give you a hint.



Now that SingleTrac VP Todd Kelly (right) is working on fun stuff like *Critical Depth* (left), he can talk frankly about the military biz, wigs he worked for back in his hardcore sim days. "They weren't the fun-loving, devil-may-care, let's-live-a-good-dead kind of guys," Kelly said.



Seey's first idea for SingleTrac was a full-on Desert Storm combat sim. SingleTrac said no thanks and made *Warhawk* instead.

A lot of people
have a problem with the
violence in video games.

We, for example, feel it
hasn't been realistic enough.

TENKA

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"Trigger-happy fun" — *GamePro*

"Non-stop action and excellent graphics" — *Game Informer*

So long, G-ems

While some military-friendly hardware companies opted merely to expand their services into the gaming industry, more and more individual developers are deciding to bail out of hardware and work altogether and leap into interactive entertainment. Todd Kelly, vice president of SingleTrac, is one of them. Before he helped form the development company responsible for such PlayStation hits as *Warhawk*, the *Twisted Metal* games and *Jet Moto*, Kelly worked as a program manager for Eams & Sutherland (E&S), a 30-year-old, Salt Lake City-based firm that runs Lockheed in the development of realistic simulators for the military.

"There were literally times on sensitive projects when you'd get a call from some general threatening to shut down everything until his problem was fixed."

—n-Space President Erick Dylke

For six years, Kelly managed contracts for Navy F-14 and A-6 simulators, a submarine coming-tower simulator, custom sims for Japanese customers and other big-money projects. But E&S' emphasis on hardware development discouraged him. "I told them, 'Look, there's no way we can compete at the size we are in the hardware business,'" Kelly said. "The way to do this is in software, but that wasn't really their focus, so we started SingleTrac."

Three years later, SingleTrac has swelled to more than 70 people, about 25 of whom came from E&S. And turning those programmers—who were experts in developing software rather than hardware—was easy. "What we offered was an

opportunity for them to be first-class citizens and for a lot more than just a handful of plots to see their work," Kelly said. "And that's exactly what we did."

Kelly said his company's background in creating highly detailed 3-D worlds gave them an edge when it came to writing games for Sony—who, after all, has always been keen on 3-D rather than 2-D titles. "We pride ourselves on creating 3-D games that aren't on-rail shooters and don't have a predetermined path," he said. "And that's hard, because you've got to keep the entire terrain database in memory so that at any point in time you can turn around and go backwards or wherever the hell you want. If you turn around and the database isn't there, it's not exactly a fun experience."

Of course, the move from multimillion-dollar sims to the—at the time—\$300 PlayStation meant a huge drop in technology, right? According to Kelly, not quite. "The sims had pretty graphics, but their dynamics sucked," he said. "Quite frankly, I think that some of the things we do in *Twisted Metal 2* and games like that are even beyond what the simulation community is doing. And in the simulations there isn't even any sound!"

SingleTrac's next big thing for the PlayStation and PC is *Critical Depth*, a waterlogged take on the *Twisted Metal* formula. The company is also working on an unnamed N64 game and, for the first time, will be publishing its own titles, with the help of Microsoft.

Just for the fun of it

With most development houses following a Silicon Valley-type business model, in which employees share in the profits of successful titles ("You're not going to get that in the military world," Kelly said), there's plenty of cash to be made by developers who know their stuff when it comes to games. Still, the game industry offers

more than a comfortable living. Erick Dylke knows it can be pretty darn fun, too. He's the president of n-Space, the Del Prado, Fla.-based developer behind the PC and PlayStation titles *Tigerbark* and the forthcoming *Bug Riders*. Before he helped form the game company nearly three years ago, he and several n-Space colleagues were neck-deep in air work for Lockheed. They worked on full-moon tank sims, fighter sims, terrain databases that modeled the Kuwait desert for *Desert Storm* and even the Medal 2 arcade game *Desert Tank* for Sega.

And although he wasn't forced to wear a lab coat or anything so formal, Dylke said his work for Lockheed wasn't exactly a party. "When you're doing any military or government work, you're dealing with standards down to every single line of code," he said. "If anything goes wrong, you have to start over from scratch. There were literally times on sensitive projects when you'd get a call from some general threatening to shut down everything until his problem was fixed, and they have the authority to do that."

Sure, the video game industry can be fairly strict, too, Dylke said, with the deadlines and guidelines imposed on developers by their publishers. But he explained that he and his team's prior involvement with Lockheed gave them a sense of discipline that other developers might lack, as well as an understanding that no matter what you do in the game industry, it'll always be more fun than government work. "A couple of our artists came from some simulation shops in Iowa that were doing animations of how to take apart a military engine and put it back together," Dylke said. "Now we have them working on *Bug Riders*, doing huge animations of knights in shining armor flying on giant bugs. You gotta know they like that a whole lot better!" ■



n-SPACE

With *Tigerbark* (far left) in stores, n-Space is concentrating on the fantasy racing title *Bug Riders*. "We're made up of a lot of frustrated gamers from the sim industry, where they learned code discipline," said n-Space President Erick Dylke.



Before they formed n-Space, several of the company's artists and programmers worked for G.E. Aerospace, where they developed M1 tank simulators (left) and—with the help of Sega's arcade masterpiece *Yu Suzuki*—the Medal 2-based *Desert Tank* (right).

STAR WARS MASTERS OF TERÄS HÄSI™



Delivered to you

ELECTRONIC GAMING MONTHLY



STAR WARS MASTERS OF TERES KASI

CAN LUCASARTS MAKE STREET FIGHTERS OUT OF LUKE, LEIA AND CO.?

by Crispin Boyer

MODEL JEDI

Although LucasArts' artists toyed with the idea of depicting the fighters' faces from the *Star Wars* films, they opted instead to create facial features from scratch (it just looked better that way, they said). Fortunately, when George Lucas created his Trilogy, he took hundreds of photos of his actors—from every conceivable angle—and stored them in the Lucasfilm archives. So the artists had plenty of source material when a came time to model the *Teres Kasi* masters.



Masters' warriors are larger and have a higher polygon count than characters in other fighting games, and their combat were motion-captured.



For most gamers, a *Star Wars* fighting game is reason enough to get excited. For others, well, it's also reason enough to get skeptical. After all, *Star Wars: Masters of Teres Kasi*—a PlayStation-exclusive fighter due this fall—is LucasArts' first fighting title. And considering that it pits the most recognizable characters in movie history (Luke, Han, Vader, etc.) against each other, the game will probably be a hit even if its gameplay makes *Wii Gods* seem like a rational treasure. So, LucasArts, you have some exploring to do.

"We're not designing this as a showcase game just to show off Luke and Leia," said Robert Blackadder, lead programmer. "We're designing it as a fighting game first and foremost. And by opening it up for a lot more input from testers, we're hoping to get plenty of feedback on the moves and Force powers, so we'll get everything we need to balance the game out."

Sounds like a promising plan. Outside of Nintendo and its much-maligned *Wreckhouse*, LucasArts employs one of the largest, most critical game-testing departments in the industry. The testing area takes up most of the basement floor of the company's San Rafael, Calif.-based offices, and most of the testers are fighting-game fanatics.

But even more promising is the abode of the developers themselves. Although only one has worked on a fighting game before (Blackadder wrote a 3D fighter that was never released), all of the team's members admit to being big fans of the genre. Back when they began the project in late 1999, the artists and coders tore into every 3-D fighter they could get their hands on—from *Battle Arena* (Shinden) to *Virtual Fighter 2*—until they found a gameplay model they liked. "Tekken was the game we kept playing," said Tony Haeh, Masters' project leader, "so we wanted to model [Masters] after that."

Sure enough, the game plays almost like Tekken, with each joystick button controlling a different limb



But the developers are quick to assert that Masters is anything but Tekken rip-off. For starters, it packs two modes of combat: hand-to-hand or with weapons. Players can switch between these modes on the fly, and the joystick layout changes accordingly.

Combo will be of the tap-tap-tap variety, but the results won't seem as random as Tekken's limbo-skambo linkers, which sudden seem tied to the buttons used to initiate them. "Our combo system will make it so you can't do a sequence of buttons that don't really relate to hands or feet," Blackadder said. "We want to make it so that when you hit the left button, you'll really hit with your left arm in a crotch."

Masters' developers also address the game's look better than its competition. Each Star Wars warrior is made up of at least



Artist Mai Nguyen used archived pics from Lucasfilm to build the models.

**"We're not designing this as a showcase game just to show off Luke and Leia."
—Robert Blackadder, lead programmer**

1,200 polygons (compare that to the roughly 600-polygon-a-pie-model characters in Koei's Dynasty Warriors, not a bird-looking giraffe itself). And the fighters are much larger on-screen than the combatants of other fighting games, but—thanks to the high polygon count—they never appear blocky. Masters' games packed with way-cool lighting effects, such as the way Luke's lightsaber bathes his surroundings in green light. LucasArts even enlisted the help of color company Industrial Light and Magic, using their custom-developed lighting and software to grab inspiration for the game's combos. "We were actually [ILM's] test bed for other projects, like the Spider-Man," said Craig Rindels, lead artist.

The size of the game's characters did present one problem: "Other fighting games have the luxury of having everyone as tall as Kenway or someone like that," Hsieh said. "We don't have that luxury. Some characters are bigger than others. We can't have Chewie as tall as Leia, after all." So the team had to be especially careful when they developed Masters' collision system. Every portion of each character's model is wrapped in a small, collision-detecting bubble. The result will react differently depending on which bubble gets bashed.

When towering characters such as Chewie or Vader throw low punches at the pint-sized Leia, she'll take the hit squarely in the neck and react accordingly, rather than follow some generic collision system that has her buckling over as if she were nailed by a low, below-the-belt punch.

Considering all of Masters' perks and polish, LucasArts seems determined to make the game more than just another big, too 3-D fighter. Even better, they realize it'll take more than the Star Wars name to impress fighting-game fans, who already have more than enough 3-D fighters to play. "If the game's no good, then all the Star Wars stuff you put in won't help at all," Hsieh said. "But having Star Wars on top of it is just icing on the cake."



These paper sketches—drawn by LucasArts' designer Cory Miller—served as conceptual artwork for the game.

TERÄS WHÄTSI?

OK, so the game's title—Masters of Teräs Käsi—may be a mouthful (Japanese, man—it even has accents), but it's not like LucasArts pulled the name of the Force-tuned martial art out of their you-know-what. Teräs Käsi is a bona-fide bit of the Star Wars universe that the game's developers nabbed from West End Games' *Shadow of the Empire* Source Book.

According to the book, Teräs Käsi is a form of hand-to-hand combat taught in Padawan's Reach, a remote star cluster that way out in the



But Teräs Käsi's obscure roots are what set it apart.

The masters are masters of the hand-to-hand art called Iron-Hand or "Steel Hands." When they were young, their mother sent them to Padawan's Reach to learn the Teräs Käsi form.

Dater Rex Tarkin. Students of the somewhat mystical martial art practice it for years in the planet Padawan, where they also study history, philosophy and various advanced metaphysical subjects under the tutelage of mysterious hermits called the Followers of Padawan.

In the name, Teräs Käsi draws some of its chop-socky power from the Force, but those who practice this martial art don't necessarily have to be Force-sensitive (that explains why Han Solo, who—like all other notable Force "holky religes," can kick butt, but isn't a Jedi). Arden Lyn, the game's super-cool, slightly biotic star villain, is the galaxy's foremost master of Teräs Käsi, and Darth Vader has hired her to track down Rebel big wigs and whup them in one-on-one combat. Luke Skywalker, wise to the plot, begins training his pals in Teräs Käsi, rendering them for their potentially fatal confrontation with Lyn and her henchmen.

Oh, and here's no odd bit of linguistic trivia: According to the source book, Teräs Käsi translates to "steel hands," which seems oddly similar to the English translation of the word "Tekken" into "Iron Fist." But before you start screaming copyright, LucasArts assures that the similarity in meanings is purely coincidental.

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Finally, there's violence on T.V. worth getting excited about. That's because NAKI's new Red Sight Laser Target System gives you total shooting control. Blow away enemies cowering behind obstacles, pick out terrorists without killing hostages — any time the situation demands pinpoint accuracy, you've gotta power up the Red Sight Laser. There's simply no alternative.

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PSYCHOLOGICAL



G-Police 40

by Ed Semrad

Pogrom's biggest project for this year, and the one they expect to occupy the number-one slot this Christmas is G-Police, an awesome first-person hi-tech helicopter-sim/arcade shooter set on Callisto, one of Jupiter's moons. Ross Thedy, the game's producer, tells us:



through the details. The intro story is told in a narrative form and includes captured FMV clips, as are your briefings at the start of each of the 25 missions which take place in 50 of Callisto's massive cities. Inside, the cities are complex Blade Runner-style environments with graphics like in the movie.

Your missions begin, initially with routine police work investigating robberies and murders, but as the campaign progresses, you pick up clues as to why there's so much going wrong in the city and just what the big corporations are up to. The cases of Callisto are linked by "transport tunnels" which allow you to access them without leaving the moon. Inside, there are Soviet Strike-style training points where you can pick up items, but because of the way the game's AI is structured, your missions can also take their own.

In-game, the fight module is very responsive, and it'll take a player some time to get used to it without crashing into buildings, although Ross tells us that this won't do your topography team. As if that wasn't enough, there are numerous enemies you must destroy while fending off ground forces, ranging from menacing gangs to out-of-control mining drones. Luckily, the G-Police have back-up in the air and on the ground. Your wingmen can be assigned to take out enemies

while you concentrate on the bigger targets, and being able to fire at something will save your ground troops into the action. You only get one Wingman per mission, though.

Unlike a lot of games, when you take no part in the action, the story keeps unfolding in realtime. Graphics-wise, G-Police is a very solid recent PlayStation release. With helo-assisted missiles and own shock waves flying out from explosions when you drop bombs, the game is truly one of a kind. Best of all, G-Police runs at over 30 frames per second, to combat pop-up wheels does happen in games of this type, Pogrom is absolutely pushing the envelope.

By being willing back to give players a greater sense of depth. But the graphics haven't just been wasted on buildings. AI-controlled cars and streets hustle about on the streets below, and all of them can be taken out with your machine guns or rockets.

With its mix of strategic gameplay and frantic shooting, G-Police will be a huge hit.



At all times the action stays fast and furious throughout the game.



Investigating why the gangs are taking over the city is your goal.



The helos around the moon strike show the detail put into G-Police.





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Colony Wars

COLONY WARS maintains the futuristic space theme of *Pygnosis*, and should give the Wing Commander sales a real run for its money. The game is played out in 10 "acts" comprising 70 missions in total. Finish the first and you'll be rewarded

with one of six endings.

When you begin, the missions are basic, like escorting transports and general dogfights, but as you progress, you're given more responsibility and fly recon and spy missions, chasing down enemy scouts and flying into major battles with specific targets to take out.

Your main screen features a very slick 3-D space map and targeting system which locks onto the nearest enemy ship, making life a lot easier. You have a "rear-view mirror" view to check

who's on your tail.

Graphically, *Colony Wars* is exceptional. The space backdrop is amazing, with beautiful, texture-mapped planets and suns, excellent light scattering and lens flare and highly detailed enemy craft. The game runs at 30 frames per second and a hi-res (512x240 resolution), which really makes a difference. The weapons are truly awesome; you've got six primary weapons to select, plus missiles, torpedoes and defensive light mines. There's even a grappling beam which allows you to snare other ships and keep them at a distance.

Be warned that this is no reverse-gains, and one of the best we've seen in the genre.



Last year, *Pygnosis' F1* was hailed as being one of the best racers ever conceived on a console. So how do you top that? Rather than just do the usual yearly update, *Pygnosis* decided to create the ultimate racing experience. And that they did!

They've rewritten the AI to make the opposing drivers much more competitive, the driving dynamics have been tweaked, the tracks and cars have been reworked and detailed and the cars now have twice as many polygons as before. Best of all it now runs in the hi-res Full Screen Mode at 30 fps.

Matt Birch, the game's lead programmer, took us through the changes. The main news is that

the two-player head-to-head race is now it, and can be viewed either vertically or horizontally. The arcade game is now a lot wider, with sharper graphics and a much improved AI on the opposing cars.

But it's the Grand Prix Mode which will attract the most interest. New for '97 are collision damage, on-track debris, mechanical failures, Training Mode including in-car telemetry, dynamic weather conditions and tire compound selection.

There's also a new in-car cockpit view for 1992 to really give you a feel for the action. The graphics look awesome, and well ahead of *Andretti* and *Nord For Speed 2*.

The bugs have been worked

out from last year's game and with that said, this is easily going to be the most realistic racing sim, bar none, this year.



F1 is easily the best-playing and most realistic racing sim to date.

Overboard

OVERBOARD is a bizarre little game that'll remind players of the good old Super NES days, where

gameplay and decent graphics went hand in hand. But *Overboard* is like nothing you've ever seen before, guaranteed! It's a kind of a cross between

Gauntlet and *Micro Machines*, with a top-down, isometric view and a fully 3-D landscape for you to run around.

You control a galleon full of heroes, sailing through five zones covering booty. Each zone is broken up into four levels, and there are old-fashioned Boosters for you to loot, too. It's retro gaming on the PlayStation, where the aim is simply to rack up as much money as you can,

Throw in the macro-quirk theme, enemy pirate ships, hidden health and weapon power-ups, and you get an enjoyable, fun game.

Your ship is armed with various types of weapons, from standard cannons to mines you can drop in the path of other ships, rockets which fly upward to take out enemies and that all-encompassing electric gun, just like the one in *Quake*!

A large Map Screen, done in 'yo old-fashioned' style, charts your progress through the levels, and areas of the map are revealed whenever you find a bottle.

While aimed at the younger player, *Pygnosis* just may have found a new niche.



Younger players will be interested in this one. PS: *Overboard* is also an action-adventure game.

Psybadek

Psybadek, other quirky game is a free-roaming, 3-D arcade adventure called PSYBADEK. In the game you fly around on a futuristic hover board like the ones in the movie *Back to the Future II*.

The game takes place in over 32 levels, and has a Boss at the end of every fourth level, with mid-level Bosses cropping up to test you. Although you're not armed, you can pick up weapons from drop boxes scattered on the levels and tow them behind you until you need them. There's even a smart, bomb-throwing, when

released, will cross the Bosses! To keep things interesting, the bosses in Psybadek all have hit points, so you can gradually break them down. At the end of every eight levels, you'll lose one of your friends. They'll then give you their lower board which allows you to do more complex jumps on the next level.

The dynamics of the hover boards are amusing and could have been lifted straight out of one of the *WipOut* titles.

While Psybadek isn't for everybody, the target audience is the mid-to-late teenager who is into fast snowboarding games.



Rascal

Psygnosis' most recent title so far is RASCAL, another free-roaming, real-time 3-D platform adventure in the Menio road. The skeptics said that Mario couldn't be done on the PlayStation, but *Invaders Tales*, the team responsible for diverse

Saga titles like *Sonic Blast*, *Toy Story* and then *32-Blasts* like Mickey Mouse, have done it. You play the "Rascal" of the title, a kid whose father invents a time machine.

The game takes place over the three time periods of the past, present and future and seven, themed worlds including a medieval castle, Atlantis, a pirate ship, the Wild West, post-apocalyptic and the tunnels of time. Each of these areas is different in each time period. You play the game from behind your in-game character,

rather like a game featuring a certain Italian plumber whose name we forget.

Getting rid of enemies is simple—you're armed with a "time gun" which will zip enemies into the tunnels of time at the end of the game. Pick-ups include time ammo for your gun, but by far the most important are the six pieces of a time puzzle. Collecting these allows entrance to the next time zone.

Typically, Rascal is out of this world. Unfortunately, the game runs at 60 frames per second and loading times have been increased. The a la carte shopper gets to watch and try out



Shadow Master

SHADOW MASTER is a licensed 3-D arcade shooter with graphics that'll make your jaw hit the deck. The game's a first-person perspective blast-athon with visual and gameplay elements of Quake, *Turric 31* and *Breath of Fire*, with a nice mix of strategy and all-out firepower.

The game takes place across 16 missions on seven worlds. Destroy an enemy and they release power crystals. Collecting these allows you to do a number of things. Essentially, they're like sun-ups in a racing game. The crystals sit in a reservoir which you can use to allocate to your health, or your armor or shields. How you allocate them makes the

difference between winning and losing.

Your display is very detailed and thorough—something necessary in a "hard" shooter. The cockpit view contains a crosshair, shield and ammo display, a radar and a targeting finder and a databank which identifies whichever enemy you lock onto.

The 3-D game engine is remarkably quick and everything moves at 30 frames per second, even when there are six to eight enemies on screen. Not bad, considering most of the enemies contain 200-300 polygons. This is one game that will really test your hardware's coordination to the max.



A tank is positioned in the center of a vast, orange-hued desert landscape under a clear blue sky. The tank is facing left and has a speech bubble pointing to it from the right. The speech bubble contains four lines of text.

99 bullet-riddled bodies on the wall,
99 bullet-riddled bodies,
take one down, pass it around,
99 bullet-riddled bodies on the wall
99 bullet-riddled bodies.

Ah, the smell of napalm. The thrill of tearing across 10 different treacherous 3D battlegrounds. The exhilaration of climbing over enemy targets. Not to mention the beautiful sound of your arsenal blowing away tanks and downing helicopters in head-to-head

SPECIAL FEATURE

POLYGONAL PIMP



"Lara's a classy dame, a real heartbreaker. She'll also bust your chops if you don't treat her right."

-Ed Semrad

"He (Toby Gard) wanted to create a heroine who would be more than a boy toy but rather a rough and tough female Indiana Jones-type character...with a figure to die for...which just makes her more unobtainable..."

She's sexy, she's smart and she's strong. She's Lara Croft, the fantasy of millions of teenage boys. And she's a pot of gold for Eidos Interactive. Of course, it helps to have one of the best-selling games of 1996 to back up their business model, but nevertheless, game girls are hot and Lara is at the top of the list. But why?

Toby Gard is the graphic artist who originally came up with Lara. He admits that she was his personal fantasy. He wanted to create a game heroine who would be more than just a boy toy but rather a rough and tough female Indiana Jones-type character. Granted she has a figure to die for, but this, he believes, just makes Lara that much more independent and unobtainable. To balance her out, Toby gave her skills, techniques and guns to help get her out of any type of situation she may encounter in her journey.

No matter how she is viewed, Lara, is riding high and Eidos plans to keep her that way as rumor has it that Lara just might have bigger

things (if they can get any larger) in store for her. Could it be the silver screen, TV, comics or a book? A Lara movie? Who would play her?

Actually there is a real-life Lara Croft! Her name is Rhona Mitra, and while we haven't seen whether she is exactly like Lara, she reportedly can sing. Rhona will be working with Dave Stuart on a record, and supposedly Rhona will be at the E! game show in Atlanta, so we should be able to give you a hands-on report next issue.

While Eidos won't confirm any of the rumors about the future real-life plans for Lara, it doesn't really matter as the game sequel is just a couple of months away and from what we've seen of Tomb Raider 2, Eidos has another sure-fire hit on their hands. In the meantime, enjoy the new remixed pictures of Lara and the spots we were able to uncover about her.

Little is known about Lara Croft's early life. She was born on Feb. 14, 1968. Her parents were quite wealthy as her father was a British lord named Honorably Croft. Unfortunately, there is no information or photos of her mother or of her

family (if any). Being of noble blood, Lara was raised to be an aristocrat from birth. She attended the best of schools, and at the age of 21, she

Stacked Stats

BIRTHDATE: Feb. 14, 1968

AGE: 29

MARITAL STATUS: Single

HEIGHT: 5' 8"

WEIGHT: 119 lbs.

MEASUREMENTS:

BUST: 34D

WAIST: 24

HIPS: 34

ALIASES: Laura Cruise

"Actually, there is a real life Lara Croft. Her name is Rhona Mitra... and while we haven't seen whether she is exactly like Lara...we'll should be able to give you a hands-on report next month."

graduated from finishing school and then began to live the life of luxury. Until that fatal day when on the way home from an exotic shopping trip, her private chartered plane crashed deep in the desolate heart of the Himalayas. Miraculously she survived the crash but she was all alone in the treacherous mountains. Somehow she survived the life-threatening ordeal, and two weeks later, she walked into the village of Tooksunby where she was nursed back to health. She returned home, but the experience never left her uneasy. Time passed, and after a while, Lara came to the

Lara became well-known internationally for discovering several ancient sites of profound archaeological interest, and her name became famous near and far as an expert on ancient civilizations.

So far she has documented two of her most important exploits. Last year's adventure was made into a video game called *Tomb Raider*. It puts Lara on a quest to recover a mysterious artifact from the tomb of Quetzalcoatl in Peru. After investigating the stories behind the artifact, Lara sets out to find one of the three pieces of the ancient Atlantean Scroll, a talisman of incredible power. She finds it, but discovers another mystery and the reason why the Atlantean civilization was destroyed. The journey takes Lara through Peru—to a civilization that flourished for hundreds of years, to Greece—where she explores the ruins of the Golden Age of Rome, to Egypt where she travels through the buried pyramids and a hidden sphinx and finally the pyramids of Atlantis where the mystery unfolds and the quest ends.

Not to rest on her laurels, Lara has just set off on her next adventure—to recover another ancient artifact the sacred Chinese dagger of Xian Again. The quest spans the globe as Lara must find pieces of the puzzle which are located in China, Venice, Tibet and reportedly could end on a sunken ship somewhere in the middle of the ocean. But knowing Lara, she may not be telling us all of the details. We'll just have to wait until next month for the full story.

LARA SPANS THE GLOBE

Lara's exploits are starting to get worldwide attention. Besides gracing the covers of game magazines, Lara is now being immortalized in British men's fashion pubs. Is Croft next in line?



LARA COMES TO LIFE

Did Lara always look as good as the dolls now? We were able to get in on it to search through their minds to see if they still had an early sketch of what Lara Croft (later changed to Lara Croft) looked like. Not much has changed—different clothes and added sunglasses—but still hot!



realization that living the life of an upper-class aristocrat was not her calling. The near-death Himalayan experience nagged at her, and she realized that she was only truly alive when she was travelling alone on a dangerous journey.

Over the next eight years, Lara travelled the world acquiring an intimate knowledge of many different types of ancient civilizations all across the globe. Her father, displeased that Lara did not want to share the good life with him and his friends, soon disowned Lara, and without the financial backing of her rich father, Lara had to find another source of income to fund her need for adventure. She turned to what she did best and started writing travel books. In time,



NUDE RAIDER





It had to happen! Given a beautiful, well-endowed woman and present her to a teenage audience with time on their hands, and sooner or later, Web sites pop up with nude pictures of Lara. Many sites have poorly drawn images, but one stands out from the rest. For the best fantasy images of Lara, check out the *Nude Raider* site!

Eye Be Nimble, Eye Be Quick, Or Eye Be Sliced by Gore's Big Stick.



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NINTENDO⁶⁴



N64



N64



N64



N64



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THE YEAR OF THE SHOW

by Shawn Smith

MAY 9

It's a strange phenomenon, the way the different video game shows are supposed to be for a bunch of "geeky gamers," but they are usually filled with so much glitz and glam-our we have to wonder if we're not attending the Oscars. These shows are about video games, right?

Instead of names like Schwarzenegger, Pitt and Bullock though, we hear names like Mario, Crash and Sonic among many others—and for good reason.

The big video game shows are the companies' chance to show us (and plenty of others in the industry) why their game is the best.

Some shows take us to Japan and England, while others—ones we don't frequent—take place in unlikely locales like Russia.

The Electronic Entertainment Expo (E3), of course, is the biggest show for video games in the United States, and it just

ended a couple of weeks ago.

Although there are a lot of shows, the same basic rules apply: lots of fun, lots of freebies and most importantly, a lot of new games for our (and eventually your) viewing pleasure.

It's these big shows where blockbuster titles like Crash Bandicoot, Mario 64, Shadows of the Empire and NIGHTS battle each other for the spotlight. Also, games we may have never heard of pop up and end up taking the entire populace by storm.

But that's what's so cool. Some smaller companies show a game that ends up being a demand in the rough, which we then unearth and give its proper treatment.

For the console gaming shows, things tend to get pretty crazy as far as the booths go. In some instances, 20-foot-high screens with gigantic speakers provide sponsored releases while smoke billows out and techno blasts. Yes, it's for effect, but it certainly does work—at least for a few minutes anyway.

Besides hav-



The booths at any show are big and beautiful. Look for lots of lights, smoke and hot babes.

ing playable versions of upcoming games, companies will often have big news at the shows. At E3 last year the big announcements were about the Sony and Sega price drops.

With all of these shows, it's amazing that we can keep up, but that's the nature of this industry. If we don't, who will? Seeing the shows that matter takes up a lot of time and involves an amazing amount of hard work (not counting the fight, tears and a bunch of other annoying details). But we shouldn't complain considering we travel to see video games. ■

Meet shows are known for their huge displays and cool mascot stand-ups.



Japan to IDG and IDSA: "Go Home Yankees!"

It's fairly obvious that E3 is the biggest show around—at least in the States. IDSA (Interactive Digital Software Association) and IDG, the companies responsible for putting E3 together, pretty much took over the console shows

In Japan, there were separate

shows for each of the big systems (PlayStation, Saturn, Nintendo 64 etc.). Because of their success here, the creators of E3 thought to start a show in Japan to consolidate the many shows there.

But the hordes of soon-to-be gaming companies in Japan

didn't like the idea of a U.S. company coming in and taking over their show market, so they banded together and told IDSA and IDG to take their show elsewhere.

So they did, and now E3 takes place in Singapore as well as in the States (and other places around the world).

JANUARY

- **Consumer Electronics Show:** The CES, it has evolved since it first started—now deals with PCs and electronics.
- **AETI:** Big arcade show in England.



FEBRUARY

- **AOU:** Arcade show in Japan.



MARCH

- **ACME:** U.S. arcade show in Las Vegas.
- **Tokyo Toy Show:** A toy show in Tokyo that features both toys and video games.
- **ASI:** Another U.S. arcade show.



APRIL



- **Tokyo Game Show:** A combined video game show. Used to have different shows for the PS, SS, etc.

MAY



JUNE

- **Comdex:** More of a computer show, but with technological advancements (i.e. the 3DFX chip and Sega) it might evolve.
- **E':** Electronic Entertainment Expo. The biggie of the year.



JULY



AUGUST

- **E' Asia:** Electronic Entertainment Expo, but this time it's in Singapore.



SEPTEMBER



- **JAMA:** Another Japanese arcade show.
- **Tokyo Game Show II:** The second installment in the TGS.

OCTOBER

- **AMOA:** Large arcade show. Like E', the show is in Atlanta.



NOVEMBER

- **JAMA Hong Kong:** Same as the JAMA show in Japan but now it's in China.
- **Shoshinkai:** The show that features the newest of the new for any Nintendo system. It's not really sponsored by Nintendo, but by a group of retailers and other parties.

DECEMBER



* No shows during these months of press time.

The Coolest Part of The Shows...From A Freebie Point of View.

A feature on shows wouldn't be complete without mentioning the real freebies that companies give away. Sometimes it's as simple as a sticker or keychain, but other times certain companies will have contests where participants can win money, an arcade machine, or even vacations. Who knows, maybe with all the freebies we get, we'll be able to pass a couple along to our readers some day in our very own contest. No promises, though.



EW on a pl!



A Mega Man "action" figure.

SATURN



DUNGEONS & DRAGONS COLLECTION

Elves, Dwarves, Clerics And Knights

Fans of Capcom titles often forget that the company also developed two Dungeons & Dragons titles for a TSR license: *Tower of Doom*

and its sequel *Storm Over Mystara*. Their latest Saturn release appropriately named *The Dungeons & Dragons Collection* features both of these classics bundled into one giant adventure. These titles feature side-scrolling levels with a final fight-style engine and multiple player-selected paths. Players also have the opportunity to have a friend help them out with two-player Simultaneous Cooperative Mode.

These titles allow selection of four different characters: fighter, dwarf, cleric and the only female character—on all. Each character has her/his own special abilities that include the use of magic true to the DND RPG world, such as the cleric refusal to even touch a weapon with a



Some alternate paths give free treasure to gather and hoard.

sharp edge. Ranged-projectile weapons common to all characters also exist in the game, these include daggers, hammers, arrows and flaming flasks of oil. These items can be found in the levels or bought from various dealers who appear to your character after each stage. Also important to your character's survival are healing potions that restore some of your life bar in combat. To purchase these needed items, you use treasure found in the levels. These bonuses come in many forms and can be picked up off the ground



Move quickly, because these traps' like throwing flaming sacks at you.

by using the Attack button while standing over the desired item. Additional items such as special boots and gauntlets can also be found in treasure chests while adventuring. These items are automatically used once found and give your character speed or strength bonuses.

There are also spells characters can use to help themselves and hurt their enemies. These spells again reflect the class of character using them.

Everything considered, the DND collection is a good translation of the original with very few changes to both the engine and the outside appearance. ■



Use chests as a weapon, or drop them to avoid the concealed traps.



True to the game, clerics can't use edged weapons, like this dagger.

Gamer's EDGE

Shop Items

As mentioned earlier, after each stage there are shops where you can use the money you found in the level on new items to help you through the next part of the adventure. Daggers and arrows have a lower trajectory and cross the whole screen quickly.




Throwing hammers are upward and only reach out a short distance, but they can hit multiple enemies. Flaming flask of oil has a short range, but fire damage really socks it to your enemies. The last item you can purchase is the healing potion that can be used in combat to relieve the damage your character has taken during battle.

PUBLISHER	Capcom
DEVELOPER	Capcom
THINGS	Action/Classic
PLAYERS	1 or 2
% DONE	30%
RELEASE DATE	Nov 1995
ALSO ON	PlayStation

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SATURN



SKY TARGET

Fly The Unfriendly Skies

Sky Target certainly doesn't cruise into unfamiliar territory for long-time Sega fans. The game—which has been ported from the Model 2-based arcade standee—combines genreplay elements from some of Sega's greatest hits, including *After Burner II*, *Panzer Dragoon*—heck, even the *Virtua Cop* games.

Of course *After Burner II*'s inspiration is clear enough from the screen shots. The game hauls wavy after-wave-of-arcade-fighters—as well as plenty of ground targets—as you in 12 levels. As in *After Burner II*, your fighter flies along a predetermined path over and through cities, canyons, deserts, clouds, mountains and other types of terrain. The only difference now is that everything is made of texture-mapped polygons. The game does show a few new tricks into the *After Burner II* mix, such as one level that has you flying straight toward the



ground in a dive-bombing raid on enemy jets.

But what your fighter lacks in fancy aerobics abilities is made up for by its missile-launching muscle. Besides your machine guns, you get an unlimited amount of missiles, which lock on when you swivel your crosshairs over oncoming targets (the lock-on symbology is awfully similar to that of the *Virtua Cop* games, by the way). Like in *Panzer Dragoon*, you can lock onto a dozen enemies, then unleash 12 missiles and watch them knock the doomed bad guys from the sky. Sky Target's end-of-level



bosses, too, are reminiscent of those in *Panzer Dragoon*. These enemies lumber onto the screen, bristling with gun turrets and missile launchers. You have to bring them down quick, though—the Bosses will take your abuse for a limited time before they fly away.

Control is tight but ample, even for an arcade port. You can't perform barrel rolls or punch on *After Burner II*'s. All you worry about is lining up targets in your sights and swiveling enemy fire. When you start a new game, you get four fighters to choose from, the F-14, F-15, F-16 and the French Rafale superfighter. Each



Fly in a straight line too long and you'll buy the farm in a hurry.



One level has you plummeting earthward. But what goes down...



...must go up. The second half has you chasing a missile into orbit.

Gamer's EDGE

Ranking Mode

New to the home version of *Sky Target* is the Ranking Mode, which turns each level into an individual mission, then scores you on how well you flew it. Shoot straight enough and you'll receive a promotion (you start as a lowly lieutenant), and as you go up in rank, new missions become available.

Of course, Ranking Mode doesn't actually open up any levels that you won't find in the regular game. But it does save your progress and gives you something to do when you beat the final Boss.



plane controls differently (the agile F-16 can fly circles around the sluggish Rafale), and each has its own intro cinema.

While the game controls just fine with the standard Saturn pad, you're best off plugging in Sega's 3D Pad or—even better—the mission stick. The analog control may feel a little sluggish at first, but once you get used to it, *Sky Target* plays even better than the arcade version. ■

PUBLISHER	Sega
DEVELOPER	Sega of Japan
THIEME	Shover
PLAYERS	1
E-DONE	60%
RELEASE DATE	September
ALSO ON	None



Enemies approach in waves, like in *After Burner II*. Lock on to 'em quick.

ZULU

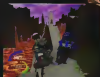
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PLAYSTATION



MDK

What The Heck Does It Stand For, Anyway?

Let's get one thing straight from the get-go: Despite the game's ultrahigh body count, MDK does not stand for Murder Death Kill. It's an abbreviation for Max, Dr. Fluke Hawkins and Kurt Heckle, the game's three protagonists. Sounds a little silly, right? But then what would you expect of a game that was originally developed for the PC by Shiny Entertainment, the cow-dropping masterminds behind surreal side-scroller Earthworm Jim?

MDK's backstory is a rambling epic that's half pop sci-fi half sitcom invading aliens and

driving their mido-long rolling fortresses toward Earth's major cities, thus setting humanity up for some serious property damage (not to mention the loss of a few billion lives). Earth's only salvation lies on an orbiting research station, where the eccentric Dr. Hawkins has invented an indestructible suit, as well as an arsenal of zany power-ups. Kurt Heckle dons the suit and freefalls to Earth, where he takes each of the six rolling fortresses (each the size of Max, a six-armed dog who can be called upon for the occasion!) bombing raid.

So for the PlayStation port of MDK looks like it'll peek all the



Gravelies Use your ribbon chute to drop death from above.

goalless and bloodier strategy finesse of the PC original. Players will guide Kurt through 60 levels, very few of which are alike. Some have him tearing through tunnels at blurring speeds, perched atop a snowboard-like sled. Others strap him into a gunship's bombardier seat and have him drop death onto the huddled bad guys below.

But most levels are puzzle-oriented. You might have to take out a particular enemy using your sniper rifle, for instance, or lob a mortar shell into a hole in the wall to blast open a new passage. Your ribbon chute—a reusable parachute that lets you glide short distances—often comes into play too, since you'll use it, along with ground-based wind machines, to reach lofty level exits. Don't get us wrong—MDK is essentially a kill-everything-that-moves lurid game. Once it begins, you'll rarely find an excuse to take your finger off the fire button.

MDK's collection of power-ups look to be straight out of a novelty catalog for survivalists. Besides



Don't blast the meemies until you take out the bear meemie maker.

the standard grenades and health bonuses you'll find such cheesy weapons as the World's Smallest Nuclear Explosion, an atomic bomb that's just the right size to open stadium floors, and the World's Most Interesting Bomb, which looks so darn intriguing that monsters can't help but rush over and examine it—right before the thing goes nova in their ugly mugs. No-nonsense gamers may dislike the somewhat open-ended power-ups give to what is other wise a dark, serious-looking game. But get over it in a world where most 3-D shooters are all Doom and Tomb Raider, we should welcome a little silliness.

Gamer's EDGE

Fighting Snipers

Kurt's rifle not only goes well with the hero's indestructible, fashionably black outfit—it attaches to it, too! Hit the select button and Kurt will snap the pointy weapon onto his noggin, thus putting you into Sniper Mode. Now you can zoom in on distant targets and blast them with a variety of projectiles, including homing grenades and mortar shells.

Sniper Mode becomes especially handy when you battle the end-Boss of each fortress. You'll need to nail most of these enemies several times in the head to take them out. Make sure you switch out of Sniper Mode every once in a while to drop any other bad guys who might be sneaking up on you.



PUBLISHER	PlayStation
DEVELOPER	Neoversoft
THESIS	Action
PLAYERS	1
1 DONE	20%
RELEASE DATE	August
ALSO ON	None

Name Changes

Put your thinking caps on and stay at attention, because *Machine Hunter* has had a few different names. But to clear up any confusion—or perhaps cause some—here they are.

Originally this game was called **HOST**, but then MGM Interactive decided to drop the period, so it became **HOST**. Unfortunately they didn't like **HOST** either, so they dropped that idea altogether.

After that they thought they'd try **Droid Hunter**, but alas, the lawyers came back and said that LucasArts may have some problems with the use of "droid," so that idea never unfolded.

Because of the action-packed nature of the game, MGM said, "Let's try **Suicide Run**." But that too didn't work out since they thought it sounded too much like a racing game.

So what were anything left to name it? That's when they decided on naming it **Machine Hunter**.

The game has gone through some changes since its initial name, but the same development team has stayed on the project through the entire process. Eurocom is the developer who has stuck with this project since its conception a long time ago. Let's hope they don't change the name again.

The game features a detailed wire frame map that can be activated at any point during the game.

Along with those **big** levels are some huge bosses to go up against. Some take up more than one screen and don't mess around when it comes to taking you out of commission. But this is nothing a crafty firepower and some fancy maneuvering can't take care of.

This one's been coming out for a while now, and a specific release date has yet to be decided. ■

PUBLISHED BY	MGM Interactive
DEVELOPER	Eurocom
THEME	Action
PLAYERS	1 or 2
% COMPLETE	100%
RELEASE DATE	September
ALSO ON	None

PLAYSTATION



Abhh, the sweet smell of burning flesh...let's make some 'emores.

MACHINE HUNTER

What's In A Name Anyway?

It has been everything from **HOST** to **Suicide Run**. Now the top-down, action-packed shooter is known as **Machine Hunter**. Sure it's a little confusing, but what's in a name, anyway?

Readers who have been following this game know it to be a top-down bloodfest like *Loaded* was, but with more of a strategic edge. *Machine Hunter* plays like *Robotron X* in that by hitting the different buttons (like the X, O, Triangle and Square buttons) the main character will shoot in those directions. This way



gamers won't have to turn around to shoot. They can just keep charging forward, continuing toward their mission objective(s).

The graphics in the game are similar to *Loaded* but tend to be brighter. On top of this, look for some levels that go outside and in locations that resemble a swamp or bayou. Of course, there are the standard underground complexes, mechanical levels as well.

Machine Hunter allows gamers to not only destroy hundreds of blood-squirting enemies but also become different robots to kill even more blood-squirting enemies. There are 10 classes to become—nine droids and one human (who you are in the beginning of the game).

The different robots that your character can don have their own type of attack. Some are also more powerful than others. Keep an eye out for some incredible graphic effects when some of these robots shoot. But don't get too crazy with the effects because after awhile, the weapon's power level will go down. By destroying another robot of the same type though, players



can replenish their weapon's power supply.

Gamers will need plenty of firepower in the game's 15+ levels considering the number of enemies in each—not counting the bosses. In some levels, players will have to blow up a control core and then escape, while in other levels the mission is only to rescue a certain number of fellow humans and then find the exit.

The levels in *Machine Hunter* are very big, so finding your way around isn't an easy task. That's another reason *Machine Hunter* isn't just about blood and guts—but that can be a bonus of sorts.



The big levels can get confusing, but the overhead map remedies that.



Watch those tentacles. They could teach you a very naughty way.



PLAYSTATION

NEXT WAVE



After each round, a series of scores are given—some for luck, technique.

POY POY

One Part Bomberman, Two Parts Poy

What happens when you not only put Bomberman in a 3-D world but also give him power-ups that were only in his wildest dreams? Simply put, Poy happens. Although Poy Poy has no direct connection to Bomberman (it's really made by an entirely different company), the hectic, every-person-for-themselves feeling that Bomberman is known for is there. Would Keronen be pleased with the cooperation? They should be, considering Bomberman is looked at as the granddaddy of four-player excitement.

The graphics in the game are similar to Jumping Flash! but in a different plane. Gouraud-shaded polygons with some cool lighting effects fill the screen. After turning on the PlayStation and seeing the cartoony look of the characters, most gamers should know that a puzzle game is involved.

Poy Poy features two main play modes. The first, an Exhibition

Mode, allows gamers to play just for the sake of playing and polishing up their skills.

The Exhibition Mode is perfect for when friends come over and want to challenge you. Besides Poy Poy is much easier to get into than a fist fight and causes fewer bruises and broken teeth.

Gamers with the multitar will be happy to find out that Poy Poy allows for four-player gaming. Isn't this reason enough to want this game?

The second mode of play is the Poy Poy Cup. In this mode (which is a One-player Mode), players can earn some cash in a game show-style setting—kind of like the movie *The Running Man* in a way.

By playing in the different arenas, each of which has its own theme, players will come across all different kinds of opponents. Some look similar to you, while others have a style all their own, be it robotic or like a ray.

In the Poy Poy Cup there are three classes gamers can



Score, big blasts can hurt your enemy...just don't stand too close.

compete in Junior Class, Senior Class and Master Class. The Master Class is near impossible, but that's where the weapon upgrades come into play. By defeating all of the enemies in the different classes, players will not only be awarded a trophy but also a large amount of cash. After winning, they can go back into the weapon shop and make some transactions. There are well over 30 to choose from—everything from blasts to bolts.

Poy Poy features a Save Mode, so keeping your record in tip-top shape will be easy with multiple plays—but they don't have to be all in one sitting. ■

Gamer's EDGE

Power-ups

In the Poy Poy Cup Mode, players can upgrade their "arm." The arm is the weapon players use during a match. Additionally, these different arms can be upgraded after any of the classes. Some arms give your character a way to escape danger while other arms shoot a huge blast at one (or more) opponents.

On top of the standard weaponry, players can also tune up their arms so they do even more than before. In most cases, though, this is a pricey endeavor. Some tune-ups can cost \$500,000. But, then again, who's \$500,000 when you win a million or more in each class?

Also, look for plenty of secret weapons to get after defeating the game without continuing. And go for the black-market purchases for weapons that do the most damage—and are cool to watch as well. Whenever arm or upgrade you might have, the object of Poy Poy remains the same: Destroy all adversaries.



After beating a class, use your earnings to upgrade your weapons...



...then tune up your arms with this guy for even more attack power.

PUBLISHER	Konami
DEVELOPER	Konami
THEMS	Action/Puzzle
PLAYERS	1-4
% COMPLETE	100%
RELEASE DATE	August
ALSO ON	None

PLAYSTATION



Two zombies instead of one? Well, just eat and stab often to get out alive.



Ever see this camera angle before? There are plenty more to find.



Additional like severed, half-eaten heads are part of the Director's Cut fun.



Note the new outfit for Jill. Hmmm...three saves instead of two?



RESIDENT EVIL DIRECTOR'S CUT

When They Say Director's Cut, They Mean It

Resident Evil fans prepare yourselves. Capcom is bringing an enhanced version of its PlayStation hit Resident Evil to home screens in September—and guess what? It really does have a lot of additions and revisions.

Resident Evil Director's Cut is a full-featured version of the game, complete with the original game as it was first conceived, and it includes the violent, gory scenes cut from the original when it was translated for the "non-violent" U.S. market.

Specifically, look for more blood than you can shake a stick of—or at least wrig out of a sponge—and drastically changed

camera angles along with much harder gameplay than before.

Keep an eye out for zombies that come in greater numbers, are harder to kill and were once part of the first STARS team that was sent to check out the mansion. That's right, friends that came back from the dead as flesh-eating zombies to eat you alive.

A spokesman at Capcom commented that since March, when the company stopped producing new copies of Resident Evil, the game has become harder and harder to find. Capcom says it decided to produce the Director's Cut now to maintain strong consumer awareness of the title.

Since the Director's Cut has a suggested retail price of only \$38,

it's the perfect title for a new PlayStation owner, or for any gamer who wanted to play the original game.

Capcom says that included on a second disc packaged with the Director's Cut will be an interactive demo of Resident Evil 2, the much-anticipated title that is not scheduled to hit retail shelves until early next year. For some gamers, this may be reason enough to buy the new Resident Evil version.

Since the Director's Cut is a PlayStation exclusive, the Saturn version of Resident Evil (which was released a while back) does not contain the Director's Cut additions, just in case you were wondering. ■



PUBLISHER:	Capcom
DEVELOPER:	Capcom
TIER:	Adventure
PLAYERS:	1
% COMPLETE:	40%
RELEASE DATE:	September
ALSO ON:	None

Gamer's EDGE

Dare to Compare

The game itself has the most changes, but the intro also has its fair share of additions. Now for some of the small details that make Resident Evil Director's Cut different from the original:

- Instead of just talking about the strange murders that have been going on, we get to see a victim, complete with flesh torn from his face and a little bug crawling around by his eye.
- Look for Joe, the guy who finds the head of the fallen STARS member, get eaten alive by one of the beasts.
- Also watch when the rest of the group starts firing on the Godzilla-looking dogs—they pop and ooze like some bad horror movie.
- Watch when the cast of the game is being shown for some more changes. Chris Mayfield lights up and takes a couple of slices off a cigarette.

Game shots are above. These pics to the right are from the new intro.



Mysterious murders? F4 say they're pretty gruesome, too.



In this "Cool" shot Chris lights up and takes a puff.



Now we see what the severed head really looks like.



Poor Joe—he really shouldn't have let his guard down.



Super SF2 Turbo: Introducing the "Super"-less, but powerful Akuma.



Like Zangief's, T.Hawk's Super is two 360-degree motions with any punch.



Forget about Charlie (or Nash). Here is the original Flash Kidder: Gallo!



SUPER STREET FIGHTER 2 COLLECTION

Two Classics Plus One From Japan

Everyone knows that Capcom has some of the best 2-D fighting games around (and everyone knows that the good folks at Capcom are the masters of rehashing). Their latest 32-bit project, *Super Street Fighter 2 Collection*, is a paradox. It's old and unoriginal, yet we can't help but play (and enjoy) it. The compilation for the PlayStation and Saturn contains the original versions of *Super Street Fighter 2*, *Super Street Fighter 2 Turbo and Street Fighter Alpha 2 Gold*, all excellent games in their own right.

Super Street Fighter 2: This sequel to SF2 Turbo (*Hyper Fighting* arcade) made one of the biggest changes to the series. For the first time, new characters were added to the SF2 cast. The new fighters were: Fei Long, Dee Jay, Cammy and Dhawk. Although most of their moves were derivatives of the older characters' moves (i.e., charge back then forward, fireball, Dragon Punch, etc.), a few new moves spoiled the game up a bit (like Dee Jay's Machine Gun Punch or T.Hawk's Power Dive). Super SF2 also gave new moves to the existing fighters: Ryu received a (consistent) red fireball, and Ken got a 3-hit Flaming Dragon Punch.

Finally, minor cosmetic changes completed the package. The artwork was all redrawn, and players had several colorful

palettes to choose from for their characters.

Super Street Fighter 2 Turbo: *Super Street Fighter 2 Turbo* added a few more new moves (like Ryu's lunging 2-hit punch) and more speed (players could now choose one of three speed settings). More significantly, this edition brought Super Combo to the series. Now players could build up their "Super" meters and execute a powerful multi-hitting automatic combo for mega damage. And who can forget the blinding flash of light after finishing off an opponent with a Super?

We question Capcom's choice of putting in the collection SFF2 when SFF2 Turbo was also in. Since the two are practically identical—with Turbo being the improved version—why would anyone play *Super SF2*? We felt that Capcom should have included Championship Edition, *Hyper Fighting* or the original *Street Fighter* instead.

Street Fighter Alpha 2 Gold: This enhanced version of *Street Fighter Alpha 2* actually has its roots in a game called *Street Fighter Zero 2 Alpha*. SFF2A can be considered a Turbo or Championship Edition version of *Street Fighter Zero 2* (or SF Alpha 2 to Americans... confused yet?). It was only released in Japan.

SF Zero 2 Alpha (the Japanese arcade game) had several improvements over SF Zero 2. One of them was new "Super" versions of previous fighters' "ba" can find

Super Akuma and Super Sakura here, with new moves and all. Practically everyone has something new they could new boost. For example, Sagat has a Super Taunt that makes Dan's Super Taunt look tame by comparison.

Although it's still a bit early, SFA2 Gold (of the collection) should be exactly the same as SFF2A, except without the taunt feature that was reintroduced in that game.

Note: Assuming nothing else changes, Evil Ryu will be in SFA 2 Gold. Now PlayStation owners can play him as well.

Maximum Street Fighter 2: The New Championship Edition of Fighters Turbo

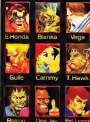
Just kidding. If you've read this far into this *Street Fighter* article, we thought that you'd be pretty much confused and deserted by now. But the facts are these: *Street Fighter* games are the best of their kind. And if you are looking to own a comprehensive collection of fighting games, *Super Street Fighter 2 Collection* might be right up your alley. ■

PUBLISHER	Capcom
DEVELOPER	Capcom
THREME	Fighting/Compilation
PLAYERS	1 or 2
1.0000	50%
RELEASE DATE	September
ALSO ON	Saturn

Behind The SCREENS

The New...er, Old Fighters

It's been a long time. So long in fact, that these veteran *Street Fighters* feel like brand-new characters. If you've been spending the last couple of years playing the *Street Fighter Alpha* series, like we have, here's the new (old) guys who have been missing from your PlayStation and Saturn... up to now.



PLAYSTATION



Shoot the dynamite this crazy train engineer throws at you to kill him.

Enemies stay hidden by bleeding into the stage in the chemical plant.

LETHAL ENFORCERS 1 & 2

Sling Some Lead In Two Time Periods

Think you're a fast draw? Later this year, Konami will be giving you the chance to prove it on your PlayStation with the arcade shooting classics *Lethal Enforcers 1 & 2*. These shooting titles allow players to play the role of a street cop out to save the world in the first release or a gun-slinging, boot-wearing lawman in the sequel. Both titles give the player five stages to explore with strange Bosses in each level to attempt to conquer.

Many gamers feel the two most important elements in any shooting title are the stage interaction and the styles of available weapons. *LE1&2* has no shortage of available weapons. They range from your standard on-shooter up to rifles, gatling guns, Uzis, M-10s and even cannons. By using these upgraded weapons, the player's shots are much faster and do considerably more damage. *LE1 & 2's* level interaction



gives players a good amount of background objects to throw their sights on. But these objects are just for fun, and beside the occasional power-up that falls from them, they don't cause anything out of the ordinary to occur in your mission.

The items you break in the stages such as windows, bottles, canisters and car tires among others are just entertaining. But if you are not on a power-up search, you are better off not wasting the rounds. Even bullet holes in walls heal themselves after you start pumping too much lead in surrounding



areas (usually from using a gun with auto-fire).

Even on the easy level, there are more than enough bad guys to keep players occupied. End Bosses are also included. Each requires a different way of killing it besides just repeatedly shooting your foe over and over. And as a warning to trigger-happy gunners, there's also a mix of good guys and civilians who—although are a bit too stupid for their own good—don't take too kindly to a piece of hot lead in their backs, so watch who you're shootin'.

If players remember to rate *Lethal Enforcers 1 & 2* as a classic instead of a current release, it is bound to rank high in enjoyability. ■



The nightvision goggles look useful but don't help you out at all.



These Bosses are looking for a showdown. Shoot quick, or not lead.

Gamer's EDGE

Stages

Each of the two releases allows the player to select where he/she wants to go in the Street Mode as well as work through them all in the Arcade Mode.

Lethal Enforcers 1 stages:
Stage 1: The Bank Robbery
Stage 2: Chinatown Assault
Stage 3: The Hijacking
Stage 4: Drug Dealers or Stage
Stage 5: The Chemical Plant



Lethal Enforcers 2 stages:
Stage 1: The Bank Robbery
Stage 2: The Stage Holdup
Stage 3: Saloon Showdown
Stage 4: The Train Robbery
Stage 5: The Hijackout

PUBLISHER	Konami
DEVELOPER	Konami
THEME	Shootout/Classic
PLAYERS	1& 2
% DONE	100%
RELEASE DATE	June
ALSO ON	SNES

The background of the advertisement is a dark, moody scene of a wooden structure, possibly a ship's deck or a rustic building. Several ropes are draped over a horizontal beam at the top. Three video game controllers are suspended from this beam by the ropes. The lighting is dramatic, with strong highlights and deep shadows, creating a sense of mystery and adventure.

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No, you're not a Peeping Tom. You're just trying to find the truth.



The solutions take you inside, outside and everywhere else.



A quiet ride on the subway turned ugly when this consumer transformed into a balking robo-beast and tried to kill you.

ONE

Despite All My Rage...

Rage. Some people can't help but feel a little bad about the hate inside them. Others don't mind that feeling of anger at all. John Cain, the main character from ASC's upcoming PlayStation title, is one of those people. In fact, it helps him. ASC Games' One puts John Cain up against a world he is unfamiliar with. Besides waking up with a metal gun where his arm used to be, he has no memory of where he came from or why he has the powers he has. All he knows is rage—so he furts with it.

One doesn't really have standard power-ups like most other games. Instead of gaining health and shield power-ups, One lets players gain abilities by feeding their Rage. In fact, the only power-ups gamers will find are some weapons like a plasma cannon, flamethrower and missile launcher—look for about eight total.

Players start with a standard pen-shooter (kind of like Mega Man) which will always be there no matter what weapon is picked up. After picking up a weapon, though, players will have access to two forms of destruction.

The Rage meter will help gamers increase their health bar and become more effective in attacks. Players can perform standard punches and kicks when the game first starts, but after the Rage is built up, they'll be able to give enemies a flurry of attacks.

Look for huge Bosses in One. Some are as big as the entire screen—much bigger than your character anyway. The other enemies in the game range from human-size blobs to mechs with gigantic cannons mounted on them.

Although there is a large amount of action in the game, it still has some strategy in order to continue to new levels and possibly get to areas once inaccessible, players must consistently feed their Rage. By adding to their Rage meter, by way of killing enemies, players will be able to jump higher or do more damage when attacking larger Bosses.

One is definitely fast-paced—it seems to just get faster as each level passes. The fact that the standard type of transportation is running—players have to hold down a button for a "Walk" Mode—shows just how fast the game is.

Like action games from a while back, One features an alternating Two-player Mode. So when the action gets old from a one-player point of view, try to outdo your friends or at least make fun of them as they

fall off of a cliff. In the game that is.

The game will take players all over the place. From incredible mountain passes with falling ledges and toppling rock pillars to underground industrial systems, One promises to be a huge game.

While John Cain makes his way through dozens upon dozens of sections in One, look for him to do all kinds of crazy moves similar to that Lara Croft chick, including flips, rolls and shimmying on the tops of skyscrapers. With all of these levels and moves, John Cain is hardly a rat in a cage. ■

Gamer's EDGE

Humongo Levels

One features five main levels, but those five levels are broken up into a huge number of sections. Although ASC has yet to give a rough idea of square footage, the mountain level, for example, is probably 100+ square miles—and that's just one level!

Granted, players don't necessarily control John Cain on every inch of every level, but the point is the levels are huge. With these levels, people may think there's going to be some serious load time to deal with. Wrong. ASC is using a technology coined

"asynchronous loading" so that these levels to be loaded one section at a time, as the game's being played. By loading while gamers are playing, there won't be a single second of annoying load time while going through the levels.



PUBLISHER:	ASC Games
DEVELOPER:	Visual Concepts
THREAT:	Action
PLAYERS:	1 or 2
% COMPLETE:	20%
RELEASE DATE:	November
ALSO ON:	Nine



Look for lots of moves in the game—more than even Tomb Raider?

June 02, 1997

Sweepstakes Rules

1. No Purchase Necessary. To enter, send a stamped, self-addressed, returnable envelope with a return address and phone number to "Star Fox" Sweepstakes, 1920 Highland Avenue, Suite 222, Lombard, Illinois 60148. No purchase or payment of any money is necessary to enter. One entry per household.

All entries must be hand-delivered. Electronically transmitted entries will not be accepted. Entries must be received by September 1, 1997. All entries become exclusive property of ZF Davis, Inc. and will not be acknowledged or returned. ZF Davis reserves the right to require the lost, stolen, or late, illegible, incomplete, postmarked, or misdirected entries. Only one prize per family, organization or household.

2. Prizes: 1 First Prize: First Prize winner will receive one (1) Nintendo™ home video game system, one (1) Star Fox™ game pak with the Nintendo™ Rumble Pak. One (1) Nintendo™ Color Controller and three (3) Nintendo™ Rumble Paks. First Prize has an approximate retail value of \$376.00.

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5. Odds of Winning: The odds of winning will be determined by number of valid entries received.

6. Eligibility: Contest open to residents of United States and Canada (not in Florida, Puerto Rico, Guam, or Alaska). Non-compliance with the laws, regulations, customs, taxes or other laws of any jurisdiction is not enforceable and an offender will not be selected. Winners of this legal contest must sign an affidavit of eligibility within 30 days of receipt or latest prize. By acceptance of prize, winner(s) agree to the use of their names and likeness for purposes of advertising, trade or promotion without further compensation, unless prohibited by law. Employees of Nintendo of America, Inc., ZF Davis and their respective affiliates are not eligible. Neither Nintendo, ZF Davis nor their respective affiliates, subsidiaries, divisions or related companies are responsible for any damages, losses or expenses that participants might incur as a result of this contest or receipt of prize.

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5 THIRD PLACE PRIZES:

- 1 Nintendo™ Color Controller
- 1 Nintendo™ Rumble Pak

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Send a Postcard with your name, age, address and telephone number to:

Star Fox™ Sweepstakes
c/o ZDM
1920 Highland Ave., Suite 222
Lombard, IL 60148

All entries must be received by
September 1, 1997



Jersey Devil. Tasmanian Devil. Notice any similarities? JD has a useful, all-powerful spin attack, as well.



"It was about three feet and half high, with a head like a coffee dog and a face like a horse. It had a long neck, wings about two feet long and its back legs were like those of a crane, and it had horses' hooves. It walked on its back legs and held up two short front legs with paws on them."

—Mr. Nelson Evans of Gloucester, N.J., describing his encounter with the "real life" Jersey Devil on 2-30 a.m., Jan. 19, 1909.

In 1957, the Department of Conservation found a strange corpse in a burned-out area of the woods. It had feathers and hind legs of an unrecognizable creature, believed by many to be the legendary Jersey Devil.



The Jersey Devil is actually a mythical creature that supposedly has been haunting New Jersey and the surrounding areas for the past 200 years.

Over 2,000 witnesses have claimed to have seen this creature, including Joseph Bonaparte, former king of Spain and brother of Napoleon. Joseph Bonaparte was hunting in the New Jersey area back in the early 1800s.

Some sightings have caused such a panic that entire schools and factories have shut down because students and workers have refused to leave their homes. Many people still believe parts of the East Coast are haunted by the Jersey Devil today.

Lucky for us, Megaton's Jersey Devil looks a bit easier to handle than the "real life" one. But if you are interested in learning more about the legends of the "real" Jersey Devil, check out <http://www.serve.com/shadows/jd.htm>

Special thanks to Dave Juliano for supplying the illustrations and the Jersey Devil research.



of a floating platform would naturally end up missing certain death. If the Jersey Devil falls off a cliff or a plank, he can pop open his wings and float to another part of the stage, safe and sound.

Early looks of the new title soon promising. Three-dimensional action/platform gaming looks like the hot genre nowadays. We'll wait for the final version and see whether Jersey Devil ends up being another Super Mario 64 hit or a Bubly 3D flop. ■



PUBLISHER	Megaton Ltd.
DEVELOPER	Megaton
THREE	Action
PLAYERS	1
ESRBE	TUTL
RELEASE DATE	September
ALSO ON	None

JERSEY DEVIL

Cartoon Adventures In Full 3-D

Cute polygonal insects are coming out of the woodwork. Super Mario 64 started a sensation, and now Croc, Gex and Jersey Devil are all trying for a piece of the action.

Jersey Devil is an exclusive PlayStation game that gives you 100 percent freedom of movement to go anywhere you want, like the aforementioned titles. The graphics are of a bright and colorful nature, as you can tell from the screen shots on this page. The worlds are all done up in a cartoon fashion, making the game perfect for playing on a Saturday morning.

When you run around the 11 levels, you won't find anything particularly immersive in terms of gameplay. Collect coins/defeat enemies is the theme of the day here. But Jersey outspies the competition with its level designs and puzzles. Most of the stages are not straightforward. You may have to search behind secret walls to find items that may



allow you access to even more areas. Players trying to finish a world straight through will miss half the fun. To make going through Jersey Devil even more challenging, the



programmers have given all the enemies some extra abilities. They have randomized movements to help keep repetitive and predictable motions to a minimum. The enemies all have different attack styles, so you know you're not playing against a generic opponent who is different from the others in appearance only.

Jersey Devil can run, glide, bounce, push objects around, drive (a variety of vehicles) and ride (an assortment of animals). You will call upon all of these abilities at one point or another in order to complete the game. For example, on some stages, falling



The slow glide can be a life saver, or it can help you reach new areas.

WANTED

DEAD OR ALIVE



REWARD: ONE DEAD OR ALIVE ARCADE MACHINE
TO WIN: send postcard with name, address, age and phone number to "Dead or Alive Sweepstakes," 1510 Highland Avenue, Suite 222, Lombard, IL 60148

April 11, 1997 Sweepstakes Rules:

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2. Prizes: 1 Dead or Alive Arcade Machine. Grand Prize winner will receive one (1) Dead or Alive arcade machine. Grand Prize has an estimated value of \$4,999.99. Winners will be determined by a random drawing from all valid entries by 2B-Davis whose computers are first. Drawing to be held on or about Sept. 18, 1997. The Grand Prize winner will be notified by mail. Prize is non-transferable. No substitutions of prizes are allowed, except in the opinion of Sponsor should the featured prize(s) become unavailable.

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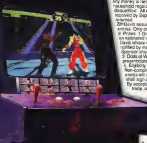
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SPORTS

MADDEN NFL 98

An early look at the latest edition of the longest-running football game series ever

The game really needs no introduction. EA Sports' Madden football has been the majority of video football games since the early '90s when it dominated the 16-bit generation of game consoles. Now the competition has substantially heated up and the stakes are higher (thanks to Sony's *GameDay*). That's good news for sports gamers, as EA Sports is hard at work making what they think is clearly the best version of Madden ever.

One of the long-standing criticisms of the Madden franchise of games was the questionable computer intelligence. Not coincidentally, the Madden team at EA Sports proclaimed that improving the artificial intelligence (AI) and realism are the big emphases in the development of Madden NFL 98. Loosely dubbed "Liquid AI" by its architects, Madden's new engine will play much smarter. Defensive players will cover zones realistically, offensive run blocking patterns will be completely realistic. Running backs will pick up blitzes if their intelligence rating is high enough; tight ends will "brush block" them out for passes just as they do in the real game. To make sure the game followed the sport realistically, NFL players were brought in on a regular basis to sound off on the AI of each player position in addition to monthly input from John Madden himself.

All-new playbooks completely drawn up

from scratch will be implemented in addition to a whole new play-calling system that is an enhanced offshoot of the systems found in the older Madden games (which showed three plays on-screen).

Playbooks will be more realistic and more tailored toward their respective strengths. For example, the "I-Form" will feature a majority of running plays, while the "Pro-Form" will be more balanced. While the sounds completely elementary, many football games (including past *Maddens*) didn't exactly follow this. It should also be noted that for the first time, Madden will have an in-depth Special Teams playbook which allows the selection of different kickoff coverages and return setups.

Surprisingly, Madden 98 is still a sprite-based game—some traditions never die. EA opted to not make the plunge into polygons in order to insure that the gameplay is fast and crisp. It should be mentioned that these 2-D sprites do look remarkably good at the stage. They are pre-rendered and embellished with light-sourcing and shadows, giving them a pseudo 3-D feel. As you can see from some of the screen shots provided, there are plenty of new player animations such as one-handed grabs and over-the-shoulder catches.



Madden NFL 98 promises to be check-full of features and options.

At this stage of development, Madden NFL 98 looks very promising, maybe even groundbreaking if it delivers on all of EA's claims. Regardless, between this and *NCAA Football 98*, it looks like sports fans are in for a terrific video football game season.



Talk about authenticity. Here you can see Riverfront Stadium with its dirt diamond left over from baseball season (right).

SYSTEM	RELEASE DATE
	September
	TEAMS
	Football
PUBLISHER	SIZE
EA Sports	CD-ROM
PLAYERS	% BORN
1-8	N/A



"9 out of 10"

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— PS Extreme

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MULTI RACING CHAMPIONSHIP

Ocean gears up to win the Nintendo 64 racing crown

It's a tough job, but if you wanted to compare Multi Racing Championship to a real-life racing event, it would most likely fit into the traditional European rally cross. Comparatively the game looks similar to Sega Rally (right down to the flashing yellow roadsigns that appear when steering turns). It, however, doesn't really play like Sega's signature racing game.

There hasn't been a revolutionarily racing sim (or even many races at all) made for the N64 yet. Most of the N64 racers I've tried sport unapologetic smoothness along with a limited amount of pop-up. MRC is the exception, not only for its smooth animation and frame rate, but in overall gameplay as well. There are no slips or slowdown when things get crowded on the screen (although you almost never see more than four cars at once). You also won't see the track generating itself just inches in front of your car, as is the case with many racing games on the market. MRC does its best to take advantage of the N64's processing power to give you a smooth and fast-paced racing experience formerly found only in the arcades.



Of course what would a rally race be without a scattering of foxes dotting the race course?



Multiple terrains keep the driving interesting as well as a challenge to some of the underpowered trucks.

Aesthetical questions answered, MRC follows a standard format when it comes to track selection, skill level, the amount of tracks as well as the win-reward system of car requirement and modification. Basically, there are three very long courses all with several shortcuts and alternate routes hidden within (they may be toggled off as well). It's up to you to find out which of the alternate paths will aid you in producing the best times as you make your way to the finish line. This is a relatively new and welcome feature in racing games and it goes a long way in boosting the complexity and replay value of MRC.

Because the tracks are so long, roadways with variable conditions will be encountered in each. Dirt, mud, asphalt and even cobblestone are a sampling of some of the surfaces drivers will have to endure. These different terrain types make car modification especially important when tackling these terrains.

Most of the cars resemble the classic hotback rally racer while others are a bit more interesting such as pick-up trucks and other similar vehicles. Unfortunately, there are no brand-named licenses to give the racing emulation a more realistic edge.

Each of the six cars (along with two hidden ones) boasts its own handling characteristics in addition to front, rear and four-wheel drive configurations. The unique handling becomes especially evident when cornering on the dirt or gravel roads. Some of the vehicles are more prone to fish-tailing and powerslides which, in the end, can prove quite bad for your final time. To remedy this, a number of options will let you fine-tune each vehicle's suspension, steering, gearbox, steering and more in your quest to create the best car for the course. In the end, your driving (not just your car tweaking) will change the outcome.

Other options include the ability to view a 3-D model of each track (much like Ridge Racer) complete with bad weather indicators.



MRC's track detail is diverse and detailed. Notice the lovely hot-air balloons.



Choose classic rally cars with two- and four-wheel drive.

denoting the affected portions of the track. Another important feature concerning the game's replay value is the ability to race in Mirror Mode, effectively bringing the total number of tracks to six. And, of course, the requisite two-player split-screen racing is also present in the game.

As their release dates draw near, it looks like it could be a neck-and-neck battle between Multi Racing Championship and Kenzo's Top Gear Rally for the N64 racing crown. Both games boast many of the same attributes and styles; it's just a matter of whose matrix edges out the other.

To find out the winner, look for a comprehensive review of both of these N64 racing games in the upcoming months of *Issue EGM*.



Two-player is just as fast as Single-player Mode due to the processing power of the N64.

SYSTEM	RELEASE DATE
	July
DEVELOPER	THQ
PUBLISHER	Racing
GENRE	RACE
CONTROLS	64-Meg
PLAYERS	% DRIVE
1 or 2	80%

NCAA FOOTBALL 98

EA is betting that their all-new collegiate football game is a gamebreaker



EA Sports' NCAA Football 98 is poised to give college football fans reason to cheer this fall season. Not to be confused with last year's College Football USA 97 for the 16-bit Genesis, the PlayStation title is a completely different title (well, except for the fact that they both are football games).

NCAA Football 98 features fully rendered 3-D polygonal college stadiums (122 of 'em, in fact) and motion-captured, 3-D rendered player sprites (similar to Madden 97 on the PlayStation/Saturn). All of the players have accurate jersey colors and correct logos. EA's Tiburon development team has made sure that every college stadium has been replicated down to the most intricate detail.

To Madden 97 football fans, NCAA 98 will look very similar at first glance. Although the game uses an enhanced Madden 97 engine, the numerous changes implemented in NCAA 98 make a big difference. The players no longer appear to slip and slide around the field (as they did in Madden 97), and the new playbook allows the pitching of the ball in option plays. The game also seems more realistic, and this

control is crisper. Still in early stages of development, NCAA is already feeling like a much superior product.

An incredible amount of features is one of the highlights of NCAA 98 as is the amount of licensees the game carries. Every NCAA division is represented in the game (including all 10 conferences and 112 division A teams). There are also over 40 classic football matchups in college football history (for example, you can re-create the 1967 Fiesta Bowl with '86 Penn State vs. '86 Wisconsin University). If you win



As expected with EA Sports games, NCAA Football is brimming with features including the all-important college player recruiting process.

out of high school.

Fans of the game interested in realism and preparation will be glad to note that NCAA features a unique Practice Mode. Here, you can run plays without the defense on the field, practice receiving routes and isolate specific matchups on defense and offense. During the game, fatigue can slow your players, and a variety of injuries can hamper a player's performance and/or keep him out of the game. You can even look at highlight footage at any time during a game to spot defensive breakdowns or to just savor a great play.

EA has paid a lot of attention to the atmosphere of the games. NCAA Football 98 has licensed light scripts from more than 20 different colleges, play-by-play commentary by Chuck White (of Rose Bowl fame) and even the voice of NCAA referee Bill McCall.

Due out for the PlayStation this August, EA's NCAA Football 98 is looking to be one of the major players in this year's hotly contested video game pipeline race.



matched up against their unofficial rival (i.e., Florida vs. Florida State or Notre Dame vs. everybody). All of the regular season games are based on the current '97-'98 rosters and their full stat tracking during season play.

NCAA Football 98 also boasts four different bowl games (Rose, Fiesta, Sugar and Orange) and the East/West Shrine game as well. There's also a Dynasty Mode (a console first) where players can simulate four consecutive seasons in which players graduate, get better and hit slumps. You can even repair freshmen



Oh, yes, the "Vulcan Backfield" formation—often used in college but rarely seen in the NFL.



SYSTEM		RELEASE DATE	
		August	
		THIRD	
PUBLISHER		EA Sports	
TITLE		Football	
MEDIA		CD-ROM	
PLAYERS		1-8	
VERSION		N/A	

NHL



POWERPLAY 98

Virgin is on the verge of scoring big with their second powerplay attempt

Virgin made a great first step into the process of creating a sports franchise with the release of NHL Powerplay last year. While having a few problems and bugs, it was a good rookie effort. Almost finished and set for a September release (odd decision to release it between the end of one hockey season and the start of another) is NHL Powerplay 98, a title that is already looking much improved over the original.

As you can plainly see from the pictures, Powerplay 98 is an entirely 3-D game. It is remarkably fast, even though it is 3-D, which is definitely a good thing, since it does re-create a sport that is known for moving at breakneck speeds (It is an unfortunate fact that many 3-D sports games have been a little sluggish).

The graphics that we sampled were quite satisfactory. In addition to rendered arenas, the hockey players are well-detailed and move much like their real counterparts. This is thanks in large part to some fancy motion-capturing that recorded most of the animation seen on-screen. The player's NHL uniforms are great renditions of the originals, right down to the

correct names and numbers on the backs of their jerseys. There is a wide range of player animation at the stage of development. Hockey players skate, check and settle into various stances that look identical to what is commonly seen on the ice. Virgin stresses that an even amount of emphasis was put into re-creating the dynamics and impact of a wide variety of body checks which are some of the most intense actions at the sport.

Powerplay 98 is a robust title that attempts to cater to both arcade players and die-hard hockey fans. If players want more than fast-paced arcade action, they can delve right into the in-depth coaching features that we integrated into the game. By choosing the "Coach Team" Option found on the in-game Pause Menu, players are offered an incredible amount of strategic options. For example, scroll down to "Dawdling End" and pick your defense.

Highlight "Play Zone" or select "Intimidation Mode," set personal favorite. Change your team's aggression to suit the current game situation. For example, it might be smart to pick "Protect Lead" once you've established a scoring cushion. And that's just a fraction of what's available. When you're on the defensive side of a powerplay, you can implement three different styles of penalty-killing such as "Tight Zone," "Set Up Box" and "Attack Perimeter."

A variety of features and statistical databases complement the game. The Season Mode allows for four different length seasons, complete with extensive statistical tracking. If you don't like the teams included, alter them by trading players or even

NHL Powerplay 98's 3-D player graphics have been substantially vamped up over last year's version.



Different modes of season play and numerous coaching options rock out Powerplay 98.

creating them. In addition to the NHL teams, there are also international ones. Nothing like playing with the Detroit Red Wings versus the almighty Australian hockey team, right?

With just about every facet of the icy sport covered, Virgin's Powerplay is likely to be a strong contender in a crowded field of games. Look for a full review in the next issue of EGM.

Want realistic-looking 3-D hockey action? Well, here goes. Powerplay 98 has 'em!



From the scratches on the ice to the players' anticipatory coaching, the attention to detail is impressive.



SYSTEM	RELEASE DATE
	September
PUBLISHER	THREAT
Virgin	Hockey
PLAYERS	GENS
1-8	CD-ROM
	% COMP
	50%

Current Favorites:

Kraig Kujawa • NCAA Football 98 • ISS Soccer 64
Dean Hager • NASCAR 98 • NCAA Football 98

Sporting Game Reviews

NBA HANGTIME • PLAYSTATION • MIDWAY

Kraig Kujawa

NBA Hangtime is the latest incarnation of the famed NBA Jam series of action sports games. Although a great arcade game, the PlayStation version of Hangtime fails to capture the original's excitement. Long load times bog the game down, and rampant amounts of slow-down plague this fast-paced game—especially when you rebound the ball. The 2-D graphics are also a little more plasticky than they should be, although they are workable. If you really want to play NBA Hangtime, I recommend getting the N64 version or sticking to the arcade.



One of the things that made this game unique to begin with was the blazing fast speeds at which it moved. Although the PlayStation does an admirable job of re-creating this arcade reality, it falls short of the speed and smooth animation present in the N64 and, of course, the arcade version. Newcomers to the game won't notice any glaring faults in this version with the exception of some chop in the animation when the machine is switching the disk and some long load times, otherwise it's still pretty solid.

Dean Hager

GRAND SLAM • SATURN • VIRGIN

Kraig Kujawa

As far as I can tell, this game is identical to the PlayStation version (which is an above-average game). Grand Slam is not a cutting-edge baseball game when it comes to graphics. The 3-D players won't blow you away, although the 2-D stadiums are good. If you give the gameplay a chance, however, it could end up making you see this as an entertaining game to play. The pitching and batting mechanics are very simple, giving this little something to bring to life on. Although not in the same league as Sega's WBSB II, Grand Slam is a decent alternative.



I can honestly say this is one of the best PlayStation-to-Saturn conversions I've ever seen. Except for the low bar that marks the pitcher in control, this version of Grand Slam looks and plays exactly like its PlayStation counterpart. Beyond that, this game excels as a strategy builder and somewhat novel due to its control-based hitting and pitching instead of baseball aim. The graphics are good but not groundbreaking, as is the gameplay and statistical information. For what it sets out to do, Grand Slam succeeds.

Dean Hager

TOP GEAR RALLY

Kemco prepares to roll out their N64 racing game

What Team EGM have heard about this game forever, and we've finally gotten a chance to get our hands on a playable (if not complete) copy of Kemco's N64 racing game.

Top Gear Rally is one of the more interesting racing games I've played in a while. It integrates a lot of different elements from different popular racing games such as Sega Rally and Ridge Racer and mixes



them together into one package. Top Gear Rally is loaded with vehicles, tracks and other variables. The courses can be quite long, and they have multiple branches (some hidden), allowing advanced players to improve their times. They can also be raced backward. Mud, water, ice and nighttime are hazardous conditions you may encounter. When it's dark or rainy, the vehicle's headlights show the way, snow sticks to tires and road fies up from behind your wheels.

Mastering the game seems like it could be quite a challenge. Power sliding is a big part of the game, but so is keeping control of your vehicle in

adverse conditions. Nothing like the wrong move is so very costly could really ruin your chances of winning a race.

Surprisingly, there is a shortage of racing games on the N64. Nearing its final stage of completion, Kemco's Top Gear Rally could put an end to this long famine.

A silly, split-screen Top Gear Rally is offered in Top Gear.



Customize your car by painting each of its body parts.

SYSTEM	RELEASE DATE
	September
	THEME
	Racing
PUBLISHED BY	GENE
Kemco	64-Meg
PLAYERS	% HOME
1-4	88%

LETTERS TO THE EDITOR

Interface gives you the chance to praise, grip, ask, speculate or simply reflect. *EGM* will discuss some of today's top issues in the video game industry. You can reach *EGM* by writing to:

Interface, Letters to the Editor
1920 Highland Avenue, #222
Lombard, IL 60148

or, you can e-mail:

EGM_Mail@ed.com

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Don't forget, *EGM* reserves the right to edit any correspondence for space purposes.

THE LOST PORTABLE OF ATLANTIS

Dear *EGM*,

In issue #193's Press Start, you said Project Atlantis, Nintendo's 32-bit color portable system, would be ready as the fall (it was June 1996 at the time). So, where is Atlantis? It's neither Nintendo!

Dustin Rock
Cheshire, CT

Sorry we took so long to print your letter, Mr. Rock (his letter was sent to us in January of this year). We waited because Nintendo themselves didn't know the status of Project Atlantis. But Perrin Kaplan, corporate affairs director for Nintendo of America, told us that NoA just recently tabled the entire project. Why? Game Boy (in all its colorful reincarnations) still holds 80 percent of the handheld market. NoA does not want to release a new portable just yet, until the Game Boy's fires burn out. So, will we ever see a 32-bit color handheld system from Nintendo? Maybe, but it won't be for quite a while. We'll let you know if we get any updates.

A \$932 PLAYSTATION

Dear *EGM*,

I would like to tell everyone about a huge scam. I don't know about other rent-to-own centers, but the one here in Independence, Kan., (America's Sales and Leasing) has one of the biggest rip-offs for the Sony PlayStation that I've ever seen. The deal is for \$11.95 per week for 78 weeks. Grand total: \$932.10. Or, you may pay it off early and pay half, but that is still \$466.05. This is a very greedy business practice! So if anyone is thinking about renting-to-own a PlayStation, forget it. Go to K mart and put it on lay-a-way. It will save you a fortune.

Chris Miller
Independence, KS

We called America's Sales and Leasing (a disbeliever) and found out that \$932.10 is the eventual price you'd pay for a PS there. We asked the manager there why anyone in their right mind would want to pay \$932.10 for a \$149 machine. He told us that their business model is designed to entice customers who do not have the patience to save \$149 to buy a system outright. Also, renting systems for \$11.95 a week is much cheaper than renting them at most video rental stores, who may charge the same amount for about three days. So if renting is all you want to do, these rent-to-own shops are not such a bad deal after all. But if anyone is actually willing to pay over \$900 to own a Sony PlayStation...well, we'd like to offer them a special *EGM* subscription rate: For a limited time, you can get 10 issues of *EGM* for only \$39.97. That's only 500 percent greater than the cover price! Get 'em while they're hot!

WANNA PLAY JAPANESE SATURN GAMES?

Dear *EGM*,

I don't know if you can answer this publicly, but I understand that there are certain things you can do to play Japanese Saturn games on an American Saturn. Do you know how to do this?
Name and address withheld by request.

OK, we're gonna get a lot of flak from Sega for telling you this, but you can find an easy solution at your neighborhood game store. Get an InterAct GameShark (for the Saturn, of course). Plug it in, and select "Start Game" from the menu. Now at the next menu, while holding down your X, Y and Z buttons, select "Start Game" (making sure your Japanese Saturn CD is in the machine). Voilà! Your American Saturn should now be loading up a previously inaccessible Japanese game. You can pick up a GameShark for anywhere from \$30 to

\$90, depending on where you go. You can also rent-to-own GameSharks from *EGM* for only \$19/week for 104 weeks. Men, these rent-to-own jokes never get old! Well...maybe they do.

FLATTERY WILL GET YOU EVERYWHERE

Dear *EGM*,

I have two questions: 1) I can't seem to find any info on a game based on the French film *The City of Lost Children*. Has it bitten the dust already? and 2) Will we ever get Final Fantasy VII here in the U.S.? P.S. I love you Don Hau and Sushii-K!

Beth Taylor
Saginaw, MI

OK, normally compliments won't get your letter printed, but we made an exception this time (but we won't do it again). 1) We previewed *City of Lost Children* in issue #92, and reviewed it in issue #94. The PC and PlayStation versions are on store shelves now. Polygone has no plans for the game to hit any other platforms. 2) Yes. SCEA's release date for FFVII Sept. 7, this year. We can get you an advance copy, if you send us a mere \$39.99 a week for...oh never mind.



PlayStation's *City of Lost Children* is based on the fantasy movie of the same name.

Letter of the MONTH

EYE EYE NINTENDO 64, HELLO 64DD

Dear EGM,

Over the years, Nintendo has made many great moves with its games and systems (with the exception of the Virtual Boy), but I feel that the upcoming release of the 64 Disk Drive is a mistake. It seems that after many long months of delaying the N64, Nintendo is going to push this new add-on to the consumer before the N64 has even had enough time to build a substantial game library of its own. This is highly questionable, as Nintendo should really be concentrating all of its efforts on the N64. The 64DD can only lead to conflict when the serious N64 owners are eventually forced to upgrade when companies stop producing N64 cartridge titles in favor of the lower cost of making games on mini-disk. If Nintendo wanted to use a cheaper storage media than cartridges without losing memory transfer speed, they should have designed the N64 as a AX or GX speed CD-based unit in the first place. As to the question of players having writable memory access, technology would have allowed for an incorporation of a magnetic read-write drive area inside the compact disc itself. Of course, the N64 would have cost the consumer more money, but it would have generally been in the same price range as buying the N64 and upgrading to the 64 Disk Drive. I feel that with the amount of time Nintendo had in delaying the N64, the system should have been strong enough to last on its own in the first place. In conclusion, a word to

the wise: If Nintendo wants to be on top when the inevitable 128-bit system was erupt, it would do well to utilize the potential of DVD technology. Because going to the next level without any true advancement won't really be going to the next level at all.

Charles Sky
Cleveland Heights, OH

Words of wisdom from our "old" friend Mr. Sly! We had our disagreements in the past, but you make a good point regarding the 64DD. You will see more and more companies favoring this cheaper format and sipping away from Nintendo's expensive ROM cartridges (which can cost up to three times more to produce than a 64DD disk). So why didn't Nintendo make a writable CD-based console in the first place? First, rewritable CD drives are more expensive than you think. Currently, you can buy one for about \$600 retail (for a 2X speed write/8X read machine). These pricey gadgets weren't really around when the N64 was in its blueprint stages, and if they were, they'd be a hell of a lot more expensive than that. It'd be a while, maybe five to six years, before writable (or even non-writable) DVD becomes a viable platform for home-gaming systems. Second, and more significant, Nintendo is one big control freak. They don't want to use CD technology because they don't own it. If Nintendo were to use CD (or DVD) mechanisms, they would have to pay licensing fees for the right to use them (maybe to Sony

emul). The way it's set up now, everyone has to pay Nintendo licensing fees to make games for Nintendo hardware. Sweet deal, eh? Nintendo's making all their own rules right now, and financially, it's doing them plenty of good (they make almost three times more money per third-party game sold than Sony or Sega do with third-party CDs). But they probably know that their days of doing business like this are numbered. The high costs of developing for the "Big N" is scaring away a few game companies. The N64 is doing well now, but Nintendo will probably not get away with this technology-controlling attitude for their next big system. So Mr. Sky, you may have forecasted Nintendo's future; perhaps they will forget about creating their own specialized hardware and make that 128-bit DVD system.



Congratulations. You win an INTERACT Control Pad for the Saturn, PlayStation or Nintendo 64 (your choice).

Unfortunately, we had your mailing address. Please mail (or e-mail) us Mr. Sky, and give us your phone number and address (write one to have it ATTN: Don Hald). If you want your prize

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JUNE FOOL'S JOKE

Dear EGM,

What's with this post-April trick? In the June issue's *Interface*, you printed a letter from W.A. Stekins saying he had found Sheng Long. C'mon guys! We're not that stupid! Stekins is the same guy who sent in the Sheng Long trick for *Street Fighter II* five years ago! W.A. Stekins—waste tokens and Fuddlers, HA—looled again, ha. Why would you make this letter up? Apparently, you want a lot of controversy on this topic.

Zachary Culver
Microphas, TN

Controversy? It's all in fun! Fun, Mr. Culver, is not meant to be taken as seriously as you are taking it. We are sorry we decided to have a bit of it after April. The nerve of us! We promise, we won't do anything fun like ever on until next April (yeah, right).

READY TO GIVE UP AFTER TWO YEARS

Dear EGM,

In your January 1995 *Tricks of the Trade*, you ran as the Most Wanted Trick for Donkey Kong Country to have the original Donkey Kong in it. Well, I have been working on it for over two years now and have come up with nothing. Zip. Zero. Did it end up only being a rumor?

Miserable in MD
Pepler Blvd, MD

Dear Miserable,

You may want to sit down before reading this. You should give up on that trick and move on with your life. It was just a trick that Snickman Terry would've liked to have seen (his Most Wanted). But it turned out to be a dead end. Sorry! Maybe you should get Donkey Kong for the Game Boy instead.

W@T@#A@7K#@S

Dear EGM,

I read that most likely, a fair (or unfair, depending on how you look at it) amount of the swearing, bloody deaths and strippers will be cut out of Duke Nukem 3D for the Saturn. I think that's ridiculous. Why would anyone want to take out the gore which made the game so much fun? And by removing the swearing and strippers, they are removing half the fun. I realize that a lot of kids own the system, but a lot of adults own it as well. What I am saying to Sega is: Don't be foolish; leave the game alone. Use the rating system—that's why it's there.

John Barrato
renmhald@juno.com

To the dismay of conservative mothers and uptight congressmen everywhere, Sega may be doing the "right thing." Representatives

INTERFACE

at Sega told us that the Duke will remain true to the original PC version—blood, profanity, sleazy women and all. But the strange thing is, when we asked whether Duke will say (as he did on the PC), "I'm gonna rip off your head and shit down your neck!" Sega replied, "Oh, we didn't know about that." So as it stands, Sega's official word (that the game will remain unchanged) may change as the project nears completion. We do know that the flying guts and scantly-clad women are in.

EYE CATCHING

Dear EGW,
I know that advertisers need to sell their products, and I know that the best way to sell a product is with an eye-catching ad. However, I think that two of your advertisements—Virgin Interactive and InterAct—have gone entirely too far. Frankly, I don't know which ad offends me more: The Nintendo Wario ad showing someone with his eyes ripped off, or the butt-ugly, little dipwad with the disgustingly vacant expression and the shark teeth in the Game Shark ad. Can't they do any better than this? These ads are tasteless, disgusting and incredibly offensive. In a word: YUCK!
Don Lewis
Fortuna, CA

You weren't the only one disturbed by these ads. When we saw them, we became queasy and lightened (and yet, strangely intrigued...). We showed your letter to Virgin and InterAct:

Simon Jeffery, vice president of marketing for Virgin Interactive responds, "Rather than opt for the route of glorifying death or exploring profanity, we chose with Nintendo Wario to simply utilize as eye-catching (so you intended) comic-style play on the video game cliché of 'blink and you'll miss it.' It is in no way intended to be offensive."

Virgin's Nintendo Wario ad is enough to give you nightmares!



Jason Herskowitz, product marketing manager for InterAct Accessories, Inc. says, "To be quite honest, we are somewhat at a loss as to what is 'offensive' about InterAct's latest GameShark ad. This advertisement simply portrays, as the reader puts it, a 'butt-ugly little dipwad...with a disgustingly vacant expression and the shark teeth.'"

What is even more confusing is that a response of this nature was elicited from a gamer who is, in most likelihood, regularly exposed to software titles in which the goal is to kill, maim and mutilate every creature and/or human in sight. In contrast, InterAct simply used a visually arresting image, devoid of gore and carnage, to communicate the advantages of GameShark. For everyone else's sake, I certainly hope that this reader is not as harsh and critical of the other orthodoxy-



only challenged people that roam the streets, and perhaps even HIS neighborhood!"
—Wario's Game Shark would hit a bit of a problem. Orthodoxy-challenged, all hope this bit isn't an anti-Semite.

PRELUDE TO MURDER

Dear EGW,
I am SO mad at the local arcade owner! He says he's NOT going to get Mortal Kombat 4 when it comes out! Can you believe that? He thinks, "Mortal Kombat is dead no matter what they do to it." I think he's crazy! I mean, just imagine, 3-D intensive! And oooooohhh, Sony Blast! I am the biggest MK fan in town, and if he doesn't get MK4, I'M GONNA KILL HIM!!
Name and address withheld by request

So...arcade owners beware.

CENSORED EVIL?

Dear EGW,
I read that some parts of Resident Evil 2 are going to be censored. Is this true? I want to play it as it was written (after being debugged). Also, is Resident Evil 2 going to be for the regular PlayStation, Type C or PlayStation 2?

Alex Anderson
Yoklms, WA

As of this writing, Capcom of America has no idea whether Resident Evil 2 will differ from Bio Hazard 2, the Japanese original. After all, Bio Hazard 2 is not even out yet! Capcom said it's doubtful that RE 2 will be playable on the PlayStation 2, BUT we think otherwise. The G4-Bit PS 2 should be backward-compatible and play any PlayStation game with the Type C code (which lets games be played on the Type C PlayStation, naturally). Since pretty much all normal PS games created from this point on will have this Type C code, all 32-bit PlayStation games (Resident Evil 2

TOP SPORTS GAMES of ALL TIME

AS PICKED BY THE EDITORS OF EGM

- 10 **Andretti Racing**
PlayStation/Saturn
EA Sports
- 9 **Triple Play 98**
PlayStation
EA Sports
- 8 **FIFA Int'l Soccer**
Edo
EA Sports
- 7 **NHL '94**
Sega Genesis
EA Sports
- 6 **Madden NFL '97**
PlayStation/Saturn
EA Sports
- 5 **Worldwide Soccer '87**
Saturn
Sega Sports
- 4 **World Series Baseball II**
Saturn
Sega Sports
- 3 **NBA Live '97**
PlayStation
EA Sports
- 2 **NFL GameDay '97**
PlayStation
SCSA
- 1 **Int'l SuperStar Soccer '84**
Nintendo 64
Konami



Honorable Mentions: NHL '95 (Genesis), Super Teamo Bowl (NES), Ice Hockey (NES), FIFA series (Genesis/Super NES), NCAA Gamebreaker (PS), NBA Shoot Out '97 (PS), Dec.Athlete (Sat), NHL Powerplay '97 (PS/94), NHL FaceOff '97 (PS), Goal Storm '97 (PS), Madden 92 and 95 (Genesis), NBA Jam (multi).

ARTIFACT

included) created henceforth should theoretically be playable on the Type C and the PlayStation 2. If this idealistic little theory from utopia works like we think it should, the PlayStation 2 will instantly have hundreds of titles in its library at launch. To make matters more confusing, what we are calling the Type C PlayStation may actually end up being the PlayStation 2 itself. But that's a topic for another day (we'll let Quarterman talk about that one).

ATTENTION BANDAI!

Dear EGM,

I would like to comment on Bandai's reluctance in bringing out Dragon Ball Z games to U.S. shores. What is their problem? Do they not see the popularity of DBZ here in the States? Some examples of Dragon Ball's popularity are: 1.) Every month in your Letter Art section, you usually see some sort of great DBZ artwork. 2.) Although somewhat butchered, there is a DBZ cartoon on every Sunday morning in my area. 3.) There are import stores everywhere selling the Super Famicom and PlayStation Japanese DBZ games for rip-off prices. 4.) There are dealers selling DBZ movies and anime episodes for about \$30 a tape. 5.) There are thousands of great DBZ Web pages on the Net. I am really scanning that there are more Dragon Ball games in Japan and none here!

Hopefully, Bandai will see this letter and open their eyes instead of wasting money making horrible Power Rangers episodes.

Byan Breakout
Farmingsdale, NY

The good news: Dragon Ball GT is coming out for the PlayStation here in the U.S. Bandai is not stupid. They recognize Dragon Ball's popularity in the States. The (potentially) better news: More may be on the way. When we asked Bandai about possible future DB games, they told us they couldn't comment on projects that are currently in negotiations. Most likely, Bandai will wait to see how well Dragon Ball GT is welcomed by the American audience before committing to future DB titles.



Here's a scene from the classic FMV intro to Bandai's Dragon Ball GT for the PlayStation.

NIKE AFTERMATH

Dear EGM,

How come I can't go to the EGM-Nike Web site? Every time I go to Nike, VideoGameSpot comes up!

Victor Brucic

e-mail address withheld by request

www.videogamespot.com is our site now.
Look for a new EGM-specific site soon.

COUNTDOWN TO ISSUE 100

READERS' TOP PICKS OF ALL TIME

If you were trapped on a desert island, what five games would you want to have with you? Assuming you have every home console system ever made (from the Ping systems to the N64), a 32-inch TV and a mysterious source of electricity, what five games would you pick to be stuck with for the rest of your life?

Please, limit your votes to console games only, no PC or arcade games unless they were ported over to a home system. Don't be afraid to list some old classics as well as the 32-Bit and 64-Bit stuff.

Send in a list (on a postcard) of your favorite five games of all time (and the systems they are played on) to:

Reader's Choice, c/o EGM
1820 Highland Ave, Suite 222
Lombard, IL 60148

We'll let you know the results in our upcoming 100th issue. We will only count postcards—no letters or e-mails please. Only one vote per household! (As if we won't have enough postcards to tally...)

EGM LETTER ART

Where Creativity, Your Favorite Video Game and A Stamp Can Make You Immortal!



Carlton Selby • Staten Island, NY

WINNER!

Congratulations, Your piece is on its way—an ASCII Specialized Control Pad for the PlayStation 2 features rapid fire controls for all buttons and slow motion for those epic moments.



Kevin Green
Decatur, IL



Joseph Porter
Homestead, FL



Tony Gonzalez
Arlington, TX



Shu Zheng Li • New York, NY

*Or we'll just send you more stamps by the mail so you can use your own! (We'll send you a new ASCII Specialized Control Pad for the PlayStation 2.)

The ASCII Control Pad

It gives you precise control over the buttons and sticks on a 32-bit controller. The long business report with your own unique touch. Send your letter art to: EGM/Letter Art, 1820 Highland Ave, Suite 222, Lombard, IL 60148



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Next Month

EGM²

Tips, Tricks and Strategies for Home and Arcade

August 1997

E³, the biggest gaming show of the year, took place in June and EGM was there. In the August issue, we will have the first hands-on coverage of what games were in the show, such as Castlevania, God Enter the Decko, Zelda 64, Tomb Raider 2, Resident Evil 2 as well as a few surprises.

If a game is coming to the PC



Warcraft II is just one of the PC-to-console crossovers we will be highlighting next issue.

and the home consoles, then we will be blowing it out. This issue we highlight the action-packed MDK, and in the August issue, we continue our crossover coverage with Duke Nukem, Syndicate Wars and Warcraft II. Find out the differences (if any) you can expect when the game goes from PC to home consoles (and vice-versa) as well as if one version is better than the other.

EGM Sports is feverishly working on a huge soccer strategy blowout, topped by Konami's Goal Storm '97 and International Superstar Soccer 64. Other titles include NBA Hoopz for the PlayStation.

FEATURE STORY



Look for the first real word on gameplay with a hands-on report of what's hot!

HANDS ON



Recent leads the sports lineup with a pair of hot soccer games for the PlayStation and N64.



ELECTRONIC GAMING MONTHLY

September 1997



FEATURE STORY

Right after covering the biggest show of the year, the EGM editors love to sit down and write about a really good game involving a female. We need psychiatric help, but frankly, we're a little too busy.



Developed longer than most Bond movie scripts, GoldenEye: 007 is now playing at EGM.

Lara Croft is finally coming back to EGM's offices, and after many long days of grunting E³ show coverage, we're more than ready to expose her...err...rather her new adventure game, Tomb Raider 2. Look for our feature story that'll provide extensive coverage of what is sure to be one of the '97's hottest games this fall.

Speaking of hot games, check out the next EGM for brand-new information on Nintendo's upcoming N64 titles: GoldenEye: 007 and Banjo-Kazooie (formerly codenamed "Dream").

Curious about what's on the minds of the top executives making the decisions about the games you play? So is EGM, and we've decided to pack their brains. Find



Did we mention bury? E³ is over, but our task of covering it has just begun! Look for more shots and info dredged up from the show floor.

out what your favorite game companies are planning (and thinking) when we interview some of gaming's elite.

And finally, if you just can't get enough E³ news, we'll satisfy your insatiable craving for E³ coverage once and for all with our final E³ show wrap-up!

WIN! The Ultimate Gaming Rig! OVER \$20,000⁰⁰ IN PRIZES!

PANDEMONIUM

Now everyone who plays wins a free six month magazine subscription!! You can't lose!



You have the POWER. In this contest you don't rely on the luck-of-the-draw. You determine if you win or not. You win by outscoring others in a game of skill. Can you solve the puzzle below? Then you have what it takes. It looks simple, but it's only the start. Each of five more puzzles get a little harder. But this time it's all up to you. Stay in to the end with the highest score and the gear is yours. With whatever options you want. Do you have what it takes? Then play to win!

Computer Contest. Win a blazing fast computer with 200 MHz MMX Pentium, 24 meg RAM, 4 Gb. HD, CD-ROM, Windows 95, modem and more!

Video Game Contest. Play on the hi-tech ceiling edge with this line-up: Sony Playstation w/ ASCII control pads; Sega Saturn; Game Boy Packet; and Nintendo 64! Get all four or trade the ones you don't want for CASH! Bonus options include: 33 inch monitor, \$1,000 in games, cash, accessories and more!

Media Rig Contest. The Ultimate Gaming Environment. 40 inch monitor, 130 watt receiver w/ Dolby Digital Surround Sound, and all components shown. Win OSS Satellite Receiver as a BONUS OPTION! This rig will blow you away!!

We're talkin' GAMING HEAVEN!

Directions. Fill in the Mystery Word Grid with words going across that spell out the Mystery Word down the side. Hint: see the Mystery Word Clue.

In the future. There will be four more puzzles at \$2.00 each and one tie-breaker at \$1.00 which will be sent to you by mail. You will have 3 weeks to solve each puzzle. We don't know how many will play but typically 50% will have the highest score possible score to Phase II, 40% to Phase III, and 20% to Phase IV. The tie-breaker determines the winner. If players are still tied they will split the prize at the grand prize they are playing for.

Mystery Word Grid

	H						M Y S T E R Y W O R D
		E					
P	I	N	C	H		W	
	R						
S							

WORD LIST and LETTER CODE chart

PINCH ... W PRESS ... K BLAST ... A WRECK ... D
 BREAK ... Z PUNCH ... S SPRAY ... C TURBO ... V
 STOMP ... T STAND ... R PRESS ... E DREAM ... O
 CRUSH ... J SCORE ... H SLANT ... I CHASE ... P

MYSTERY WORD CLUE:

WORD PLAYERS WHO GET INTO IT THIS COULD WIN BIG!

Yes!

ENTER ME TODAY, HERE'S MY ENTRY FEE:

- (\$3.00) Video Game Contest
- (\$3.00) Media Rig Contest
- (\$3.00) Computer Contest
- (\$5.00) SPECIAL! Enter them all (SAVE \$4.00)

Name _____
 Address _____
 City _____ State _____ Zip _____

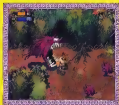
SEND CASH, M.O., OR CHECK TO:
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MINNEAPOLIS, MN 55426-0247

YOUR WINNER PROMISED - ENTER DRAWING PROGRAMMING BY AUG. 2000 - ENTRY FEE MUST BE IN CASH OR BY MONEY ORDER. We need to see 30 days after we open. Employees of Pandemonium, Inc. and its affiliates are ineligible. Judge determines final. Judges may award the winner's entry a bonus to encourage good sportsmanship for all who played well. Open to residents of the U.S. and Canada. You can receive Winner's Log and Official Rules by writing: Pandemonium, Inc., 2207 Parkville Ave. S., 55417 Phone: 612-555-1033. Minnesota sales and service are subject to their respective state laws and regulations. For more information, visit our website: www.pandemonium.com

With Gary Alt

**IF BATTLING THE
CYCLOPS AND THE
FOUR-HEADED HYDRA
ISN'T FUN ENOUGH,
YOU CAN ALWAYS
GO TO HADES.**





← In addition to all the other freaky creatures, you'll have to battle a bear. Which is anything but a bore.

Zeus not only has to conquer Hades but also conquer the heart of Atlanta. (A Hercules task, indeed.) →



In *Hero's Adventures*, unlike life, to have a happy ending, you'll have to wend up in hell. After all, that's where you must duel with Hades, god of the underworld, to save civilization.

STRENGTH OF CHARACTER.

You'll go into battle as one of three heroic, mythological characters, each one with unique powers: Hercules possesses super strength, Atlanta has lightning speed. And, Jason - savvy street smarts.

WEIRD WEAPONS. Sure, you get the usual arrows, slingshots and swords. But,



you can also arm yourself with ray guns, houses, sheep and inflatable cows.

EVEN WEIRDER BAD GUYS.

Freaky weapons are perfect for fighting even freakier enemies. The four-headed Hydra, snake-headed Medusa, sword-swinging skeletons, crazy clowns, nasty Martians and more. *GamePro* says "Challenging bosses, baroque artwork, and gigantic landscapes - *Hero's* has it all!" In the end, it's up to you to save the world in this crazy twist on Greek mythology. And, if you fail? Well, at least you'll die laughing.



← "So many Martians in little time! And to make matters worse, they've got Jason surrounded with ray guns."

Unfortunately for Atlanta, the Cyclops has a huge appetite for demigods. Not to mention beautiful women. →



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MEGA MAN MEGA MYTH MEGA LEGEND

THE BLUE BOMBER'S BACK.



MEGA MAN 8 ANNIVERSARY COLLECTOR'S EDITION

brings you brand new Mega features and classic Mega moves. The whole cast has returned with devious new enemies, smooth animation, and endless customizing upgrades. Plus, the best Japanese anime

bottle intros available on any platform today! In honor of the Legend's 10th anniversary, we've also included a gift with every package. It's a full color collector's anthology booklet of Mega Man artwork previously unreleased in the U.S.

Welcome back, Mega Man!



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Thank you!

